GOOD LORD! 130+ GAMES REVIEWED AND RATED!

PC GAMER

The World's Best-Selling PC Games Magazine

CD-ROM Edition

ON THE CD

Exclusive, playable demo of... Final Fantasy VII

And more hot demos can be found only on The CD!

EXCLUSIVE! The incredible *Jane's Fighter Legends* takes historical air combat to a new level — plus five more hot new WWII flight sims revealed inside!

Up Yours, Adolf!*

PIPING HOT REVIEWS!

- *Star Wars: Rebellion*
- *M1 Tank Platoon II*
- *Battlezone*
- *The Golf Pro*
- ***Die by the Sword***
- ***NBA Action 98***
- ***Ultim@te Race Pro***

...and übersteins more!

SIMMERIN' STRATEGY!

Hot hints for *Battlezone, Mysteries of the Sith, Tomb Raider Gold*, and many more!

$7.99 U.S. and $8.99 Canada

06

0 09281 02326 5

www.pcgamer.com
Vol. 5 No. 6 • JUNE 1998

imagine MEDIA

(*Or "Essen Sie Meine Ünterhosen, Winston" if you're a closet goose-stepper.)

what is sin?

This is sin.

WIELD NEVER-BEFORE-SEEN WEAPONS
YOUR ARSENAL BOASTS LASER-SIGHTING SNIPER RIFLES, REMOTE-CONTROL DETONATION DEVICES AND WEAPONS SO POWERFUL THEY CAN RIP YOU APART.

EXPLORE HYPER-INTERACTIVE WORLDS
WALK, RUN, SWIM, EVEN DRIVE THROUGH SIX DISTINCT ENVIRONMENTS ENRICHED WITH SUCCULENT QUAKE II™-ENGINE POWERED GRAPHIC DETAIL.

SUFFER ACTION-BASED OUTCOMES
INTERACT WITH INTELLIGENT BEINGS, AVOID THEM... OR KILL THEM. BUT REMEMBER, EVERY MOVE YOU MAKE — OR FAIL TO MAKE — AFFECTS THE FUTURE.

INDULGE IN MULTIPLAYER SINFESTS
COMMIT SIN AS BLADE, ELEXIS OR J.C. (BLADE'S CYBER-SIDEKICK) IN THE MOST INTENSE DEATHMATCH LEVELS OVER INTERNET, LAN/WAN OR MODEM.

When the CEO of **SinTEK** Industries begins injecting the streets with a **DNA-altering drug**, it's time to reassess the laws of **morality**. When the same twisted **bio-chemist** plans to overtake the world with her **unholy army** of genetically-engineered **mutants**, it's time to rewrite the golden rule.

COMING SPRING 1998
ON WINDOWS 95/NT CD-ROM

www.activision.com
www.ritual.com

Activision is a registered trademark of Activision, Inc. Sin is a trademark of Ritual Entertainment. © 1998 Ritual Entertainment. Published and distributed by Activision, Inc. Quake® is a registered trademark and Quake II™ is a trademark of Id Software, Inc. HEAT and HEAT.NET are trademarks of SegaSoft Networks, Inc. All rights reserved. All other trademarks and trade names are the properties of their respective owners. Please note that some 3-D accelerator card brands utilizing the chipsets listed above may not be fully compatible with the 3-D acceleration features of this product.

CONTINUE

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

THIS IS A FILLER PAGE TO MAKE 2-PAGE BOOK VIEW ALIGN PROPERLY.
YOU MAY CONTINUE.

ACTIVISION®

You are **Colonel John R. Blade**, head of the last-standing, private protection agency in Freeport.

Now **Elexis Sinclaire** is waging her holy war against the security industry...and you along with it.

You've made a **religion** out of fighting crime now you're going to make **Elexis** pay for her **sins**.

ritual™
entertainment

Go to www.pcgamer.com/request Product #006

PC GAMER
VOLUME 5 • NUMBER 6 • JUNE 1998

Cover Story

World War 2.0

The latest from Jane's Combat Simulations is a red-hot revival of World War Two's most blistering aerial action. We've got the EXCLUSIVE first-look at this incredible title, along with sneak peeks at five other new WWII sims on the horizon. 62

Feature

70 Why Are We Waiting?

"When its finished" is a term that a lot of companies are feeding us these days when it comes to their newest releases, but these eight long-delayed titles have got us wondering "will they EVER be finished?" We went searching for answers...

Scoops

Requiem:
WRATH OF THE FALLEN

Take the popular first-person shooter genre, mix in a story about good versus evil angels, and you've got yourself a winner. At least that's what Cyclone Studios hopes. 28

X-COM Interceptor

The abstract space battles of the first three games in the *X-COM* series are given center stage in this new game from MicroProse. 32

Baldur's Gate

After years of neglect, roleplaying games on the PC are making a comeback, and this potential masterpiece from Interplay should push the genre's new-found popularity. 36

Hardware

129 The Hard Stuff

Voodoo 2 may be the straw that stirs your 3D accelerated drink right now, but by the end of this year, you may want to be sipping from a different glass. This month, we examine the future of 3D acceleration and so much more.

Reviews

86 Armor Command
103 Balls of Steel
114 Battle Arena Toshinden 2
94 Battlezone
96 Burnout
122 Croc: Legend of the Gobbos
84 Die by the Sword
102 The Golf Pro
100 Last Bronx
106 M1 Tank Platoon II
111 Nahan: The Ultimate 3D Puzzle Game
88 NBA Action 98
96 Semper Fi
101 Star Trek Pinball
82 Star Wars: Rebellion
112 Subspace
118 Tex Murphy: Overseer
123 Ultim@te Race Pro

Disc Pages

Billy spent a lot of time working on these pages... please humor him by reading them.

8

Departments

40 Eyewitness
New games from Eidos, Origin's *Ultima Online* legal problems, and some early info on *Quake III* are our top stories.

150 Extended Play — T. Liam McDonald
All the latest bug patches and shovelware... yadda, yadda, yadda.

153 Multi-Play — Jason Bates
Are you tired of all the real-time strategy titles that feel like they've been pressed from the same mold? Jason sure is....

154 The Threshold — Dennis Fong, a.k.a. "Thresh"
The master of shooters examines the glut of new games vying for the title of "*Quake* Killer," and makes his pick as to which one has the best shot.

161 Alternate Lives — Michael Wolf
It takes more than just technical prowess to make a great game — you must also have a love for what you're doing.

161 The Desktop General — William R. Trotter
Two promising titles that were in danger of being cancelled have been rescued... and Bill couldn't be happier.

166 Sim Column — Dan Bennett
Dan takes a look at Interactive Magic's revamped *iF-22*. Has the inclusion of several patches and tweaks been enough for him to recommend this title? You'll have to read his column to find out.

168 Strategy Central
Solve the *Mysteries of the Sith*, complete your unfinished business in *Tomb Raider Gold*, and learn the skills you'll need to succeed in *Battlezone*, plus your requests.

192 Letters
You talk, we listen. Easy!

198 The Reviews Index
Missed an issue or two? Shame on you! We understand though, and so you don't get stuck with a stinker game or piece of hardware, we present our Reviews Index, covering the first half of this year.

240 Next Issue
It's that time of year again, and we'll be working overtime at E3 to bring you the latest news on all the games you need to know about. We'll also take a close look at Tom Clancy's *Rainbow Six*, complete with the exclusive first chapter of his upcoming hardback book. And, it's hard to believe, but next month is our 50th issue! We'll be celebrating, so join us!

PC Gamer (ISSN-1080-4471) is published monthly by Imagine Media, 150 North Hill Dr., Brisbane, CA 94005. Periodicals Class postage paid at Brisbane, CA, and additional mailing offices. Newsstand distribution is handled by the Curtis Circulation Company. Subscriptions: One year basic rate (12 issues): US $35.00, Canada $43.95, Foreign $53.95. Canadian price includes postage and GST (GST #128220688). Outside US and Canada: Add $2.00 per issue. For customer service, write *PC Gamer* Customer Service, P.O. Box 51199, Boulder, CO 80322, or call (800) 898-7159 in the U.S., (415) 468-2500 outside the U.S. For back issues, call PFC at (800) 865-7240. **Postmaster** please send change of address to *PC Gamer*, P.O. Box 51199, Boulder, CO 80322. Corporate, advertising sales, circulation, editorial and production offices: 150 North Hill Dr., Brisbane, CA 94005. Phone: (415) 468-4684. Fax: (415) 468-4686. Editorial product information should be addressed to Editor, *PC Gamer*, 150 North Hill Dr., Brisbane, CA 94005. Overnight delivery parcels should be addressed to *PC Gamer*, 150 North Hill Dr., Brisbane, CA 94005. Unsolicited manuscripts cannot be returned or acknowledged. Imagine Media also publishes *Ultra Game Players*, *Game Buyer*, *Next Generation*, *Boot*, *MacAddict*, *Business 2.0* and *PlayStation Magazine*. Entire contents copyright 1998, Imagine Media. All rights reserved. Reproduction in whole or in part without permission is prohibited. Game Players, Game Players Guide, and Game Players Encyclopedia are tradenames of Imagine Media. Products named in these pages are tradenames or trademarks of their respective companies. Imagine Media is not affiliated with the companies or products covered in *PC Gamer*. IPM# 0781118. **Produced in U.S.A.**

Standard Mail enclosed in the following editions: B, B1, B2, C, D, D1, D2, D3.

Bulk Rate
U.S. Postage Paid
Waseca, MN
Permit No. 261

PC GAMER ONLINE: WWW.PCGAMER.COM

Come fly with me, let's fly away...

Doesn't it feel great when you get exactly what you ask for? In the offices of *PC Gamer* (and in the pages of the magazine) recently, we've been bemoaning the lack of decent flight sims — in particular, those based on that most thrilling period for air combat, World War Two. For the last few years, it seems as though there has been a major paucity (check out the big brain on Gaz) of good WWII sims, but now it looks like 1998 will be bristling with 'em as no less than six titles are coming our way.

Undoubtedly leading the attack is the amazing-looking *Fighter Legends: Europe 1944*, from Jane's Combat Simulations. It looks so cool it even had me, never much of a virtual flyer, itching to grab the throttle and give those sorry Huns something to think about!

You can see and read all about *Fighter Legends* for the first time ever in this month's specially extended preview. I think you'll like what you see.

• • • • • • • •

So, as you read this, the *PC Gamer* team is getting ready to head on down to this year's Electronic Entertainment Expo. E3 has quickly become THE place for game publishers and developers to unveil their wares for the coming year, and next month we'll have all the top stories and sneak peeks from the hottest titles on display there.

• • • • • • • •

Finally, there's just time to wish our homeboy Joel Durham all the best as he heads back east to raise a family. From everyone — it won't be the same without you, buddy.

Gary Whitta, Editor-in-Chief

"Game of the Year"
–GameSpot Editors

"Game of the Year"
–GameSpot Reader's Choice Awards

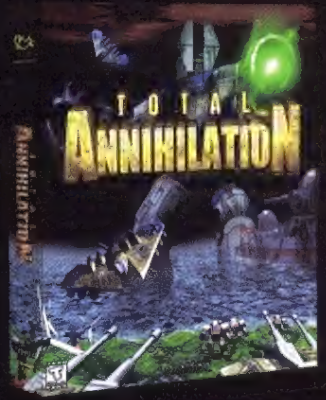
"Best Real-Time Strategy Game"
–PC Gamer On-Line, Reader's Choice Award

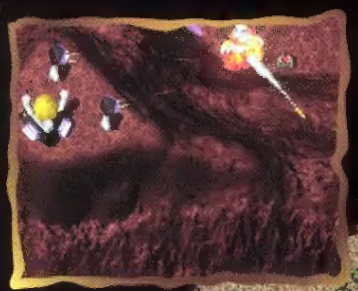
"Best Real-Time Strategy Game"
–Adrenaline Vault

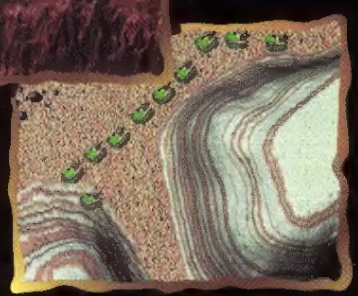
"Best Real-Time Strategy Game"
–Ultra Game Player's magazine

Plus over 50 other major awards worldwide!

TOTAL ANNIHILATION™







Download the demo now at www.cavedog.com or ask for it at your favorite retail outlet.

TOTAL ANNIHILATION

THE CORE CONTINGENCY™

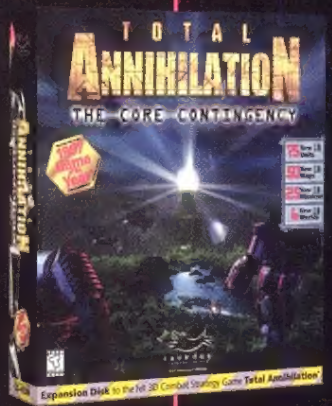
75 New Units

50 New Maps

25 New Missions

6 New Worlds

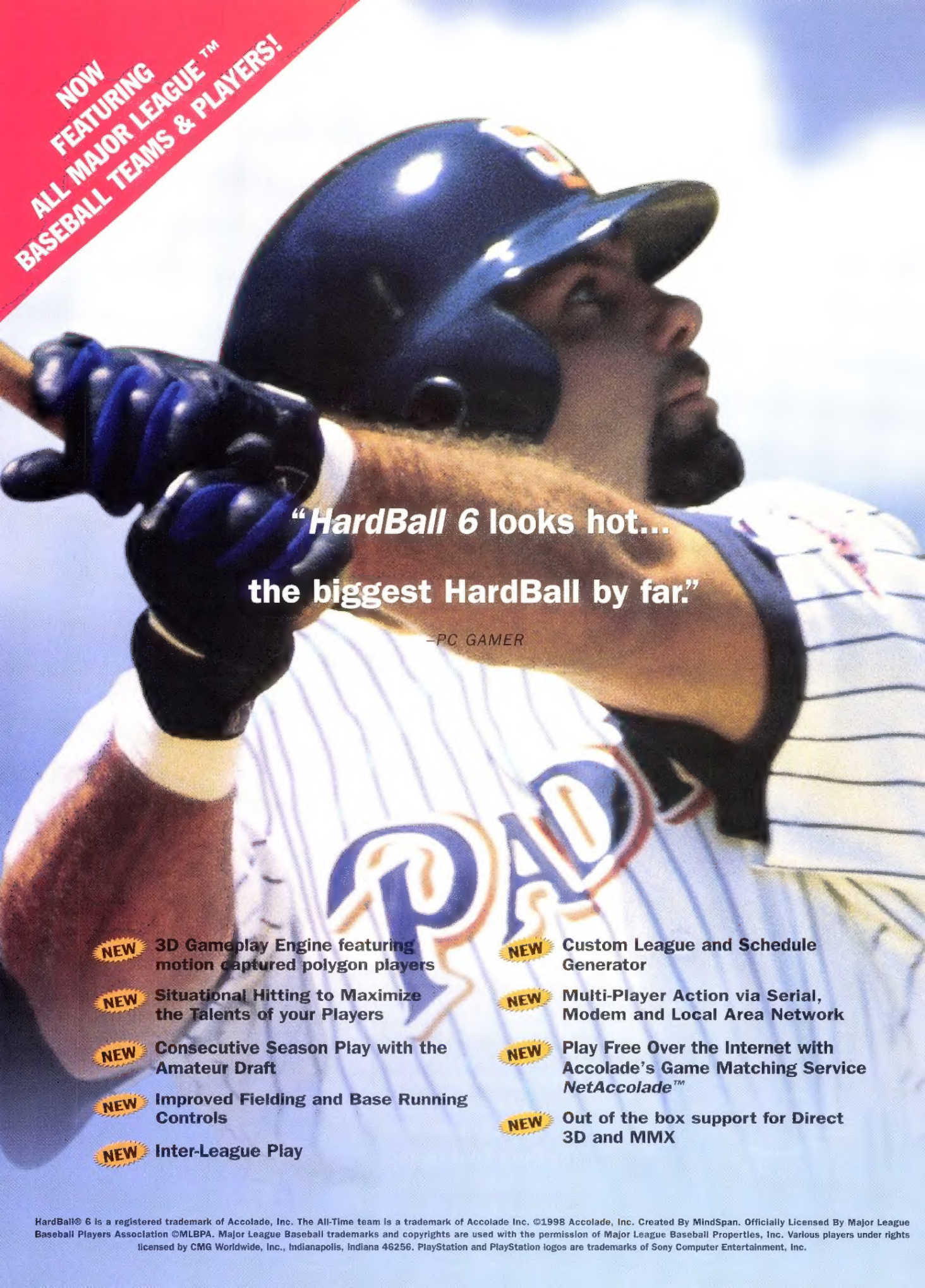
Experience the real time strategy game that just doesn't quit. **Total Annihilation,** winner of over 50 awards world wide and **Total Annihilation: The Core Contingency,** the second explosive chapter in the world's hottest strategy saga.



CAVEDOG ENTERTAINMENT™
A GT Interactive Company
www.cavedog.com

Go to www.pcgamer.com/request Product #248

©1997, 1998 Humongous Entertainment, Inc. All rights reserved. Total Annihilation, Total Annihilation: The Core Contingency, Cavedog Entertainment and the Cavedog Entertainment logo are trademarks of Humongous Entertainment, Inc.


NOW FEATURING ALL MAJOR LEAGUE™ BASEBALL TEAMS & PLAYERS!
"HardBall 6 looks hot...
the biggest HardBall by far."
–PC GAMER
NEW 3D Gameplay Engine featuring motion captured polygon players
NEW Situational Hitting to Maximize the Talents of your Players
NEW Consecutive Season Play with the Amateur Draft
NEW Improved Fielding and Base Running Controls
NEW Inter-League Play
NEW Custom League and Schedule Generator
NEW Multi-Player Action via Serial, Modem and Local Area Network
NEW Play Free Over the Internet with Accolade's Game Matching Service NetAccolade™
NEW Out of the box support for Direct 3D and MMX

HardBall® 6 is a registered trademark of Accolade, Inc. The All-Time team is a trademark of Accolade Inc. ©1998 Accolade, Inc. Created By MindSpan. Officially Licensed By Major League Baseball Players Association ©MLBPA. Major League Baseball trademarks and copyrights are used with the permission of Major League Baseball Properties, Inc. Various players under rights licensed by CMG Worldwide, Inc., Indianapolis, Indiana 46256. PlayStation and PlayStation logos are trademarks of Sony Computer Entertainment, Inc.

Play Pac Bell Park before it opens! Also includes all 30 Major League stadiums and bonus All-Time™ stadium.

Manage and build your own Major League™ dynasty in Consecutive Season Play. Includes drafting, trading, free agents and minor league systems.

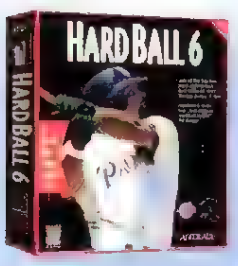
Take on the All-Time™ team and face 24 of the greatest players in baseball history Includes Babe Ruth, Jackie Robinson, Lou Gehrig, Whitey Ford, Roy Campanella, Dizzy Dean and more.

Classic HardBall gameplay– face the heat of a 90 mph fastball, blast the game-winning homer, sweat the details. It doesn't get any better than this!

WWW.MPLAYER.COM · MPLAYER.COM · FREE INTERNET GAME PLAY

HARDBALL 6®

AS REAL AS IT GETS



Windows® 95 CD-ROM

Sony PlayStation® Game Console

ORDER DIRECT CALL 1 800 245 7744

ACCOLADE

Download the demo today at
www.accolade.com
www.majorleaguebaseball.com

EVERYONE
CONTENT RATED BY ESRB

PlayStation

WHAT A GAME.

Product Information Number 84

Where's that monkey?

Actually, we know exactly where that little simian freak is — he's hard at work co-producing a top-secret *Quake II* project that'll be unveiled next month. This thing is so secret, in fact, that no one knows what it is! However, our inside sources were able to tell us that it will feature coconuts, scantily clad women, and a certain island paradise. That information came at a heavy price; all three of our spies were subjected to the horrible Coconut Monkey bongo torture. We'd rather not talk about it....

Meanwhile, we've got some kick-ass stuff for you, like an exclusive 3Dfx *Final Fantasy VII* demo. You heard right; the popular PlayStation game is coming to the PC, and we've scored the first look.

Be sure to try your hand at the other killer demos, like *Quake II*, *Incoming*, and *Deer Hunter*. For you add-on freaks, we've got a *Quake II* level based on the TV show *Soldier of Fortune*. The fine folks who produce that show even have a contest lined up for our beloved readers — check out the README file zipped up with the level.

Start Here
Explore Disc
Main Menu
Demos
Browser Config
You can go straight to the demos, the main menu, or click the Start Here button for the intro.

Entering Paradise

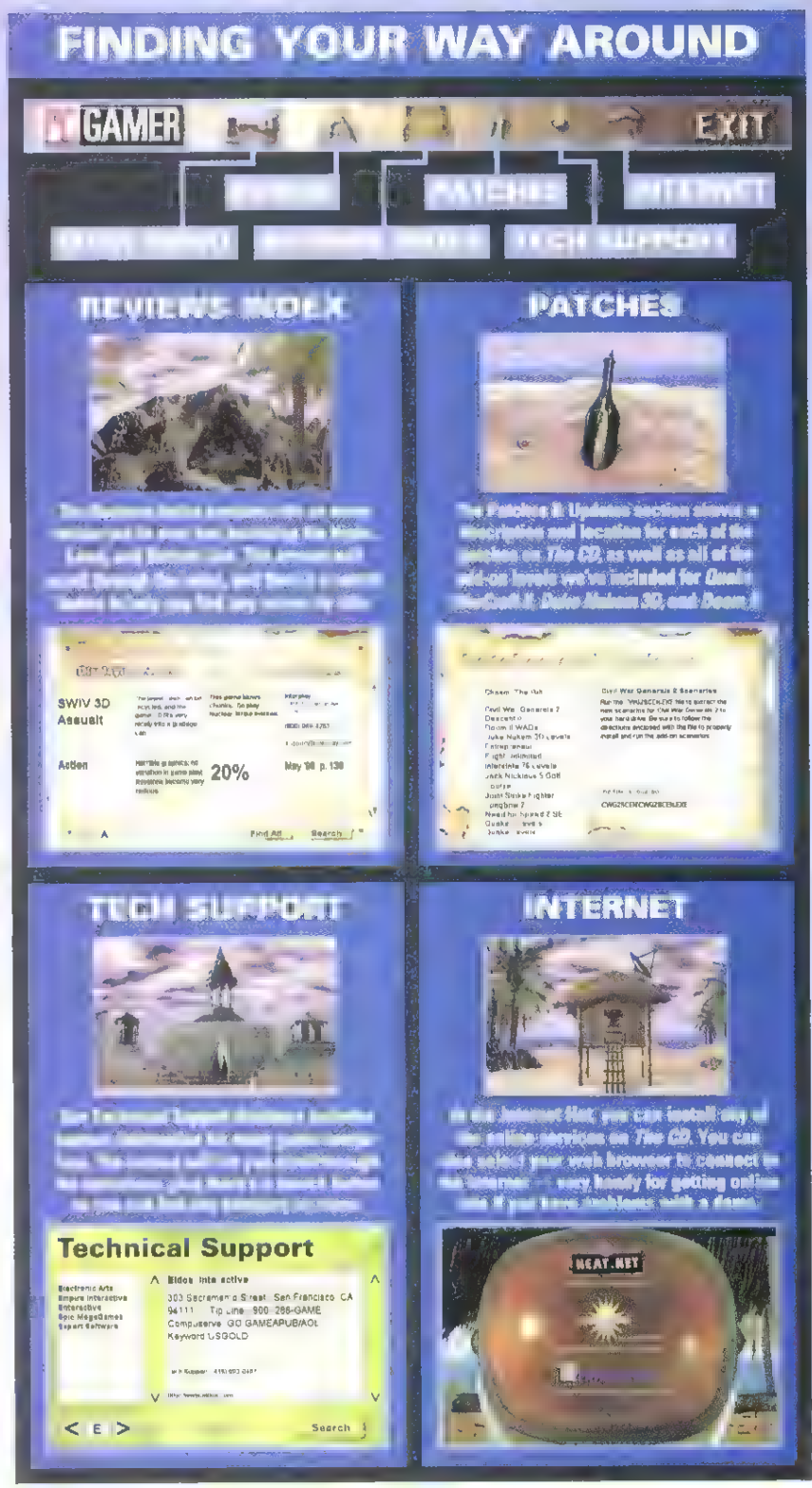
Your exploration begins with a panoramic view of Coconut Monkey's Island. You can move the mouse around the screen to scroll left or right. When your mouse scrolls over an area that contains information, it will turn into an arrow. Just click on the highlighted site to enter.

There are control buttons on the bottom of the screen that will take you to any of the sites. Click on the control buttons to enter and exit each site

Quick Start for The CD

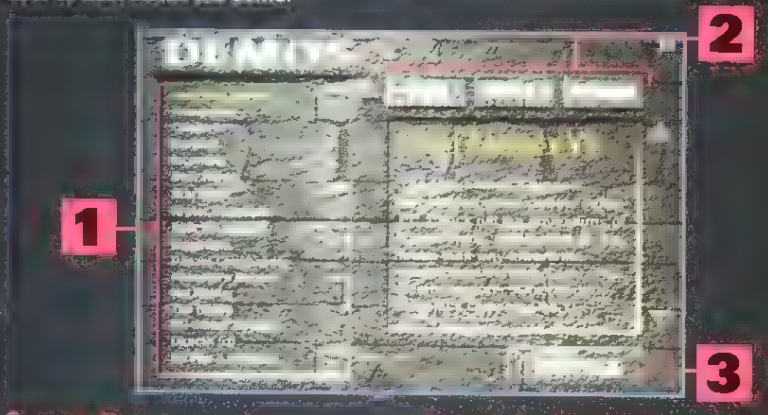
1. Insert the CD
2. From the Windows RUN option, type X.START31.EXE or X:START95 EXE, depending on your version of Windows (where X is the letter of your CD-ROM drive).
3. This will run *The CD*.

FINDING YOUR WAY AROUND



PLAYING THE DEMOS

This is where you go to install the many demos on *The CD*. When you first enter this screen, a list of all the demos will appear in the left column. 1 Click on the DOS, WIN 3.1, and WIN 95 buttons. 2 This will break the demos down into their respective categories. The INSTALL button 3 will allow you to install a demo and, if applicable, connect to that company's web site (you'll have to first select your browser from the Internet Hut). Occasionally, some of these demos won't install from our front end. In these cases, a message will appear instructing you on how to best install the demo.



System Requirements

486/33; 4MB RAM; Mouse

NOTE: These requirements are for loading our front-end program only. Each game demo will have its own additional requirements, so be sure to read them carefully.

Attention Win95 Users

The *PC Gamer* front end should work fine in Windows. To install and run DOS games, you will need to reboot into a DOS session.

Free Demos!

Newsstand buyers have the choice of purchasing either the CD-ROM Edition of *PC Gamer* for $7.99, or *PC Gamer* without a CD-ROM for $4.99. If you purchase the edition without a disc, you can still get free game demos because all *PC Gamer* readers have the opportunity to get demos and other goodies in a couple of different ways:

1. You can download demos and check out *PC Gamer*'s World Wide Web site at *www.pcgamer.com* on the Internet. Our Web site also features a special Strategy Plus section, links to other hot Web pages, and daily gaming news.

2. You can call PFC at (800) 865-7240 (between the hours of 7 a.m. and 11 p.m. CST, Mon. - Fri.) to have *The CD* mailed to you for only $7.99 shipping and handling.

Disc Editors' Note

For the latest news and updates, please be sure to read the PCG-READ.TXT file located in the root of *The CD*. You will find tips on how to run some demos and information on how to get support for any problems you encounter on *The CD*. Also, keep an eye on the ad banner at the Main Menu on the front end. This month, you'll see a non-interactive demo of ASC Games' *Sanitarium*, which has a clue for solving the first puzzle in the game!

CONTENTS / MANUAL INSTALLATION COMMANDS

Installation Shortcuts

In the event our front end doesn't load or run properly on your machine, you can still install each demo, bypassing our front end altogether.

To manually install a demo, take a look at the Command Box located to the right. This box contains a list of demos along with their directories and installation commands.

To get up and running using the Command Box, simply use the Start-Run command for Windows 95, or the File-Run command from the Program Manager for Windows 3.1. When the dialog box appears, type in the letter of your CD-ROM drive, followed by the directory and install command listed at the right.

For example, to install the *Final Fantasy VII* demo type "X:\FF7DEMO\SETUP.EXE" where X is the letter of your CD drive, and press Enter. The setup program for *Final Fantasy VII* will then run. You can also use the File Manager or Explorer to find the appropriate directory on *The CD*, and then double-click on the installation command.

Please remember that if you're using Windows 3.1, you cannot run most Windows 95 demos.

*Indicates that the demo requires DirectX to run. Install DirectX by running DXSETUP.EXE in the \DIRECTX directory on *The CD*.

Demo	Directory	Install Command	Page	OS
Final Fantasy VII*	\FF7DEMO	SETUP.EXE	11	WIN95
Quake II*	\Q2DEMO	Q2DEMO.EXE	13	WIN95
Heavy Gear*	—	SETUP.EXE	16	WIN95
Incoming*	\INCOMING	INCOMING.EXE	16	WIN95
Armor Command*	\ARMRCMD	SETUP.EXE	16	WIN95
Deer Hunter*	\DEERDEMO	DEERDEMO.EXE	17	WIN95
Burnout	\BURNOUT	BURNOUT.EXE	17	WIN95
Panzer Commander*	\PNZRCMDR	SETUP.EXE	17	WIN95
Dink Smallwood*	\DINKDEMO	DINK101.EXE	18	WIN95
StarSiege*	\ES3ADEMO	ES3ATR2.EXE	18	WIN95
Empiriana*	\EMPRIANA	EMP19.EXE	21	WIN95
Pharaoh's Ascent	\PADEMO	SETUP.EXE	21	WIN95
Net Fighter*	\NETFGHTR	NF20.EXE	21	WIN95
The Realm	\REALM	SETUP.EXE	22	WIN95
EarthLink	\EARTHL	SETUP.EXE	22	WIN95
MindSpring	\MSPRING	SETUP.EXE	22	WIN95
Heat	\HEAT	KATALYST.EXE	—	WIN95
Patches	\PATCHES		151	
DirectX 5.0				WIN95

MESSIAH

MESSIAH © 1998 Shiny Entertainment, Inc. All rights reserved. The Shiny logo is a trademark of Shiny Entertainment, Inc. All rights reserved.
Messiah is a trademark of Interplay Productions. All rights reserved. Distributed exclusively by Interplay Productions. All other trademarks and copyrights are property of their respective owners.

Product Information Number 330

Final Fantasy VII

Win95

EXCLUSIVE PCG 1998

Company: Eidos
Tech Support: (415) 547-1244
Category: Roleplaying
Required: Windows 95; Pentium; 32MB RAM; 78MB hard-drive space; 3Dfx Voodoo Graphics-based 3D accelerator card; DirectX; DirectMedia
Install: FF7DEMO\SETUP.EXE

Remember watching those killer *Final Fantasy VII* commercials on TV last year and cursing PlayStation owners everywhere because the game was not available on the PC? Well, chums, your prayers have been answered; Eidos is releasing the game later this year, and *PC Gamer* has the exclusive on the demo!

Final Fantasy VII deals with an evil power company called Shinra, which has found a way to mine the planet's life energy, draining it in an effort to control the universe. Some people are none too pleased with this, so they form a group called AVALANCHE to try and stop this lunacy. You play as Cloud, an ex-soldier of Shinra who teams with AVALANCHE. And off you go, fighting all sorts of creatures along the way.

The demo lets you explore some of the area of Mt. Corel and interact with the citizens of North Corel. When you encounter someone you wish to speak with, use the Action key (Enter) and chat away. As with all RPGs, make sure you gather every bit of info you can — it could be critical later on.

Combat happens at random spots in the game; when it does, you automatically enter combat mode. Here, you have several options, including using magic, summoning a monster, or using an item in your inventory. Simply scroll down to your choice and press Enter. The game does the rest.

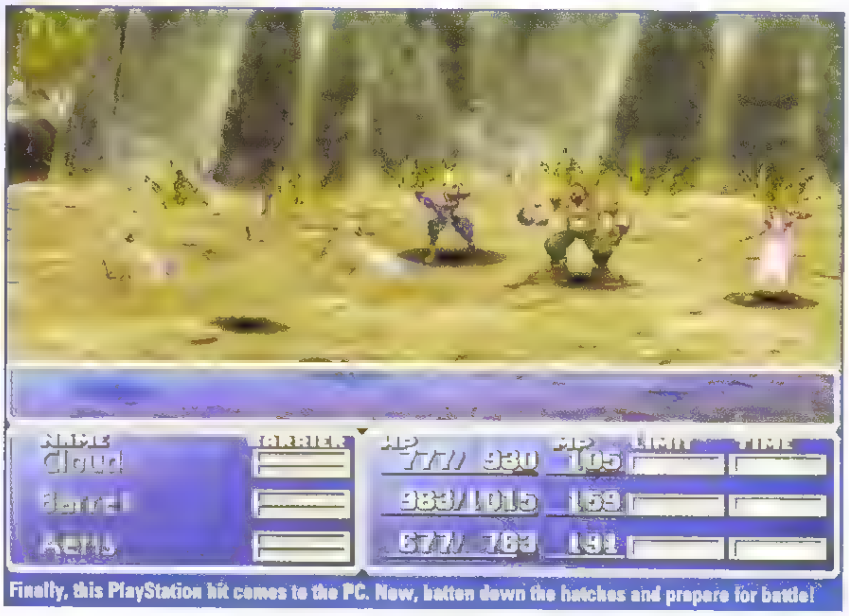
You'll also notice that when you're fighting, three characters appear on the screen. The other two are your travelling companions, and you can control them in combat. Each character needs time to "recharge;" when you begin combat, the game will automatically take you to the next person who's ready to fight.

For more details on *FFVII*, check out the README file that is installed in the demo's directory.

SPECIAL NOTE: This demo only works with a 3D accelerator based on the 3Dfx Voodoo Graphics chipset — it won't work with a 3Dfx Voodoo Rush card or any other type of 3D acceleration. If you've got a compatible card and the demo doesn't work, check out the 3Dfx web site (*www.3Dfx.com*) and to make sure you've got the latest drivers. The full version of *Final Fantasy VII* will work without a 3D accelerator, and it'll support Direct3D-compatible boards as well as 3Dfx.

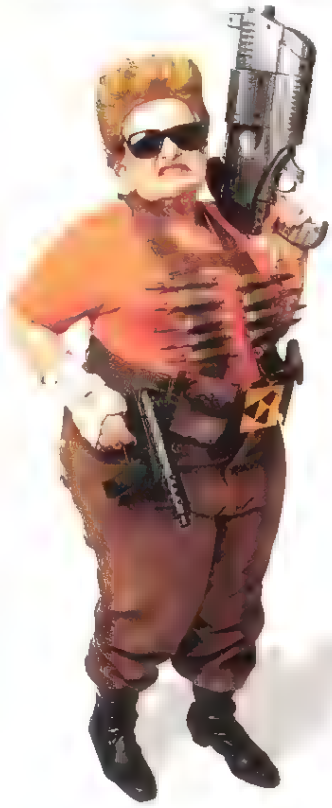
CONTROL KEYS

Movement/Menu Selections	ARROW KEYS
Action (OK Button)	Enter
Cancel/Run	LEFT Ctrl
Menu	LEFT Shift
Switch	pg up pg down
Highlight Targets in Battle	end
Pause During Battle	ins
Help Pointers/Help Window	del
Quit	Ctrl + Q



Finally, this PlayStation hit comes to the PC. Now, batten down the hatches and prepare for battle!

www.gtgames.com



ARE YOU DUKE ENOUGH?

Calling all Buttkicker Wannabe's.

Duke's been framed and now he's in hiding. We need a new Duke and fast! Think you've got the right stuff? Come on down to www.gtgames.com and if you can prove you're Duke enough you'll appear in The Man's next big PlayStation™ hit, Duke Nukem: Time to Kill.

DUKE NUKEM

3D REALMS

GT Interactive Software
www.gtinteractive.com

Duke Nukem ™ 3D Realms Entertainment. GT and the GT Games logo are trademarks and the GT Logo is a registered trademark of GT Interactive Software Corp. 3D Realms logo is a registered trademark of 3D Realms Entertainment.

Go to www.pcgamer.com/request Product #246

FEEL THE RIDE!

WITH FORCE FEEDBACK

Experience palm sweating, heart pounding excitement with the new Ultimate Per4mer® Force Feedback Racing Wheel. FEEL every BUMP, SLAM, SKID, and CRASH just like professional racers for the most intensely real gaming experience available. Once you feel the ride – you'll never want to stop.

CART Precision Racing™ by Microsoft® Shown.

The Most Highly Engineered Racing Wheel and Pedals!

- Two New Force Feedback Arcade Racing Titles Included – An $80 Value!
- Available At Computer City, Babbages, Software, Etc. And Other Select Retailers.

ULTIMATE PER4MER

SC&T International, Inc.

1-800-408-4084

www.per4mer.com

SC&T International, Inc. Per4mer is a registered trademark of SC&T International, Inc. All Rights Reserved.

Go to www.popamer.com

Ah yes, the trusted rocket launcher. It makes such pretty explosions.

Quake II

Win95

Company: Activision
Tech Support: (310) [illegible]
Category: Action
Required: Windows [illegible]
DirectX; mouse
Install: Q2DEMO\Q2DEMO.EXE

What really needs to be said about *Quake II*? It's the sequel to one of the most popular games ever (anyone want to venture a guess what the original was called?), and comes at you straight from the fine folks at id Software, who have brought fraggers everywhere such other instant classics *Doom* and *Wolfenstein 3D*. And in case you've just been rescued from a desert island and have no clue what this game is about, here's the skinny:

You run around and shoot things with lots of different guns.

Actually, there's a bit more to it than that. It seems that Earth is at war with a race of aliens called the Strogg. As in all wars, we send in the Marines to kick ass and take names — and one of them is you. Unfortunately, as you're attacking their homeworld, your landing pod is disabled and you crash. Separated from your men and armed only with a small blaster, you set out to single-handedly bring down the Strogg and end this horrible war.

All right! Semper Fi!

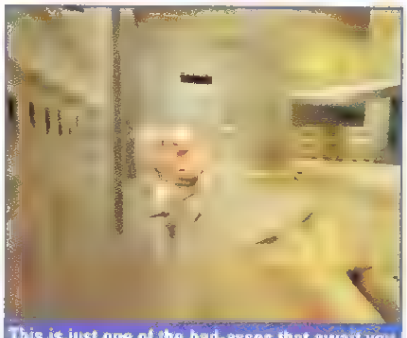
This much-anticipated demo lets you blast your way through the first unit of the full game. You control the action with the keyboard, a mouse, a joystick, or a combination of the above. We recommend the mouse and keyboard, but the choice is up to you. To configure your controls, click on Options once you've started the game, scroll down to Configure Controls, and you're all set.

Quake II also supports a variety of video options. If you have a 3D accelerator, work your way down to the Video option and hit Enter. The top menu lets you toggle between software rendering and 3D acceleration; 3Dfx, PowerVR, and OpenGL-compatible boards are supported. Toggle to the choice that matches your system, and away you go!

To start a single-player game, click on Game, make your difficulty selection, and that's it. Soon you'll be fragging to your heart's content. What's that? You don't want to play against the pesky aliens? You'd rather ram a rocket down your buddy's throat? No problem, because the demo also has multi-player support. Now you can experience first-hand all the hoopla that is known as death-matching. Just go to Multi-player and either join or start a server, and that's it! And if you want to be really funky, enter Player Setup to put in a cool handle, like "Little Billy."

Now get fragging!

SPECIAL NOTE: To install the demo, unpack the files into a temp directory; the demo will install from that into C:\Q2demo. Be sure to go back and delete the temporary directory!



This is just one of the bad-asses that await you in the *Quake II* demo.

www.gtgames.com

ARE YOU DUKE ENOUGH?

Prove it!

1. Go to www.gtgames.com
2. Send us a snapshot of your best Duke impersonation
3. Answer a few questions about The Man

Show us you've got the right stuff and you'll win an appearance in Duke Nukem's next big PlayStation™ hit, Duke Nukem: Time to Kill.
Come get some!

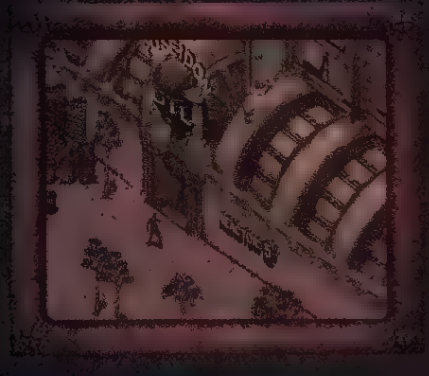
DUKE NUKEM

3D REALMS

GT Interactive Software
www.gtinteractive.com

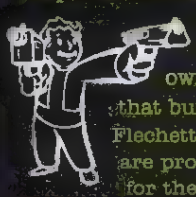
Duke Nukem™ 3D: Realms Entertainment™ GT™ and the GT Games logo™ are trademarks and the GT Logo® is a registered trademark of GT Interactive Software Corp. 3D Realms logo® is a registered trademark of 3D Realms Entertainment.

Go to www.pcgamer.com/request Product #247



WE ARE FAMILY
Not everyone that joins you looks like you. Super-mutants, robo-dogs and ghouls may join your adventure, or why not do-it-yourself by implanting the brain of someone near-and-dear into that shiny new robot body.

KILL SMARTER, NOT HARDER
Improved combat AI for friends and foes alike. Most of the people in your own group won't take that burst shot with the Flechette-gun, but a couple are probably just aching for the opportunity.

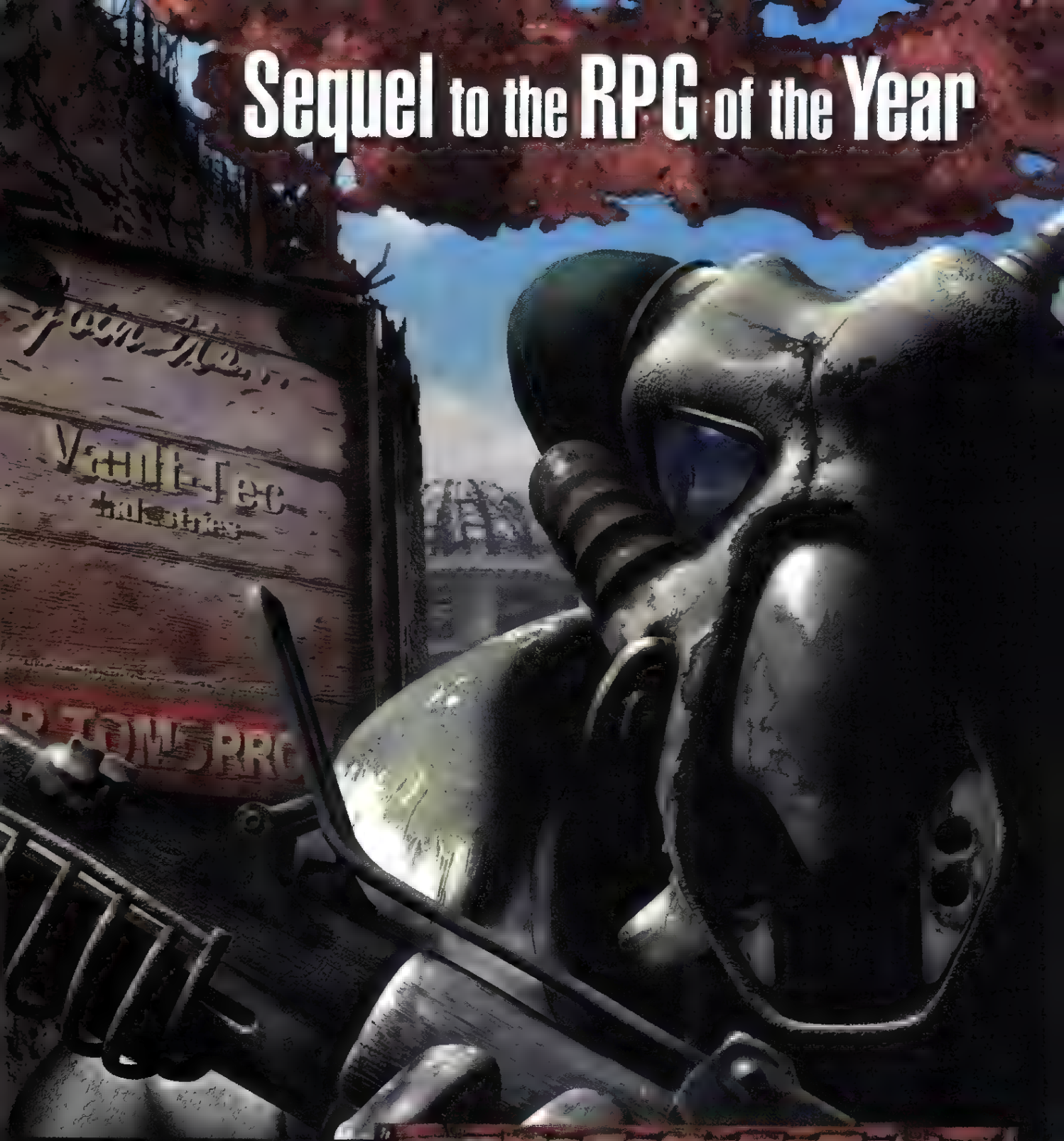


SHARE THE WEALTH
If you want to, you can upgrade any traveling companions with more dangerous weapons, tougher armor, or even teach them new skills and abilities. Of course, you'd better make sure they're on your side.

BIGGER & BADDER THAN EVER
Bigger, smarter, nastier enemies than you've ever fought before. We've given you a few pals that are just as ugly. You didn't think you were the only Bad-ass in town did you?

SEX & ROMANCE AFTER THE BOMB
Fall in love, get married, and then pimp your spouse for a little extra chump-change. Hey, it's a dark and dangerous world.

LEARNING IS FUN-DA-MENTAL
Over 100 new skills, called perks, available to learn during the course of your travels. Better to learn the Flaming Dragon Punch from the crazed tribal shaman or how to squeeze the trigger on your spiffy new Gauss-rifle faster than the next guy? Decisions, decisions.



Arriving Fall '98

www.interplay.com

Fallout 2: A Post-Nuclear Role Playing Game; © 1998 Interplay Productions. All rights reserved. Fallout, Interplay, the Interplay logo, Black Isle Studios, the Black Isle Studios logo, and "By Gamers. For Gamers." are trademarks of Interplay Productions. All rights reserved. Windows® 95 is a registered trademark of Microsoft Corporation. All rights reserved. All other trademarks and copyrights are properties of their respective owners.

Go to www.pcgamer.com/request Product #333

Heavy Gear

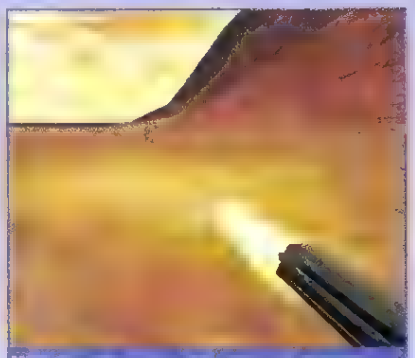
Win95

Company: Activision
Tech Support: [illegible]
Category: Action
Required: Windows 95, Pentium, [illegible] RAM; [illegible] HD space; DirectX; [illegible]
Install: SETUP.EXE

Heavy Gear tells the story of a far-future civil war on the planet Terra Nova, between the Allied Southern Territories and the Confederated Northern city-states. You play as a soldier for the North, struggling to teach those Southerners a lesson they won't soon forget.

The demo features two missions. Since *Heavy Gear* uses a first-person perspective, gameplay is simple and straightforward. Use the arrow keys to walk around and the mouse to aim and fire. A left-click on the mouse fires your weapon, and a right-click selects the next weapon. A few more controls are handy to know about; they're listed on the game's opening screen, so pay attention.

SPECIAL NOTE: If the demo won't run



[illegible] and realism, *Heavy Gear* will keep you happily blasting away before you can say "giant robots!"

after you install it, there may be a problem with the drivers for your 3Dfx-based 3D accelerator. You'll want the latest drivers for your board, and the latest version of Glide. Visit your board manufacturer's web site (or the 3Dfx web site at *www.3Dfx.com*) to get what you need. You'll also need to be sure your machine has DirectX version 5.0 installed.

Armor Command

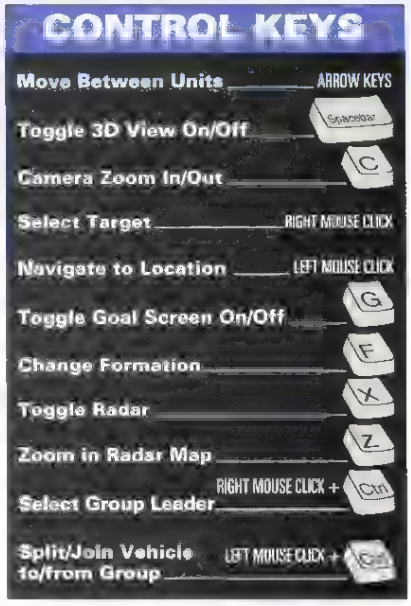
Win95

Company: Rascal Games
Tech Support: [illegible]
Category: [illegible]
Required: Windows 95, Pentium, [illegible] RAM; [illegible] HD space; [illegible]
Install: ARMORCMD\SETUP.EXE

In the year 2910, the United Terran Forces are engaged in battle with the VRASS, the latest race of evil aliens who want to take everything over and subvert humanity for their own nasty purposes. *Armor Command* tosses you right in the middle of this mess, letting you settle it the old-fashioned way — with guns.

The demo lets you take part in one battle; your mission objectives are spelled out at the beginning, and you'll need to complete each one in order to finish the mission. You control the action using a combination of the keyboard and mouse. A menu at the bottom displays the units available. Use the arrow keys to scroll through to each class, such as resources, defense, or offense. If you are in the 3D view, you'll be taken automatically to that unit. If you wish to attack or move the unit, move the mouse where you want to go and right-click; to attack an enemy, left-click on the unit

If you happen to lose track of a unit, press the space bar to switch over to the satellite view; this allows you to look down



on the action from a more traditional view point. You can also direct your forces from this view, but if you toggle units, you won't be taken immediately to that unit.

The demo will only work if you have a Direct3D-compatible video card.

Incoming

Win95

Company: Rage Software
Tech Support: [illegible]
Category: Action
Required: Windows 95, Pentium, [illegible] RAM; 63MB HD space; D3D video card; DirectX; [illegible]
Install: INCOMING\INCOMING.EXE

It's a timeless story: Once again, some nasty aliens have shown up with plans to take over our little backwater planet. Thank goodness we have all these gigantic guns lying around, because it's time to kick buttocks and take names.

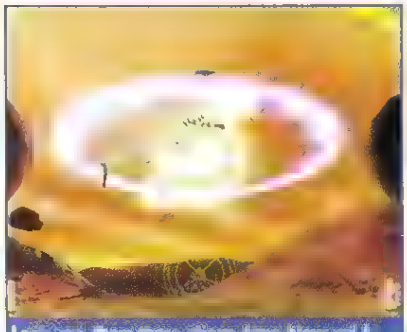
Incoming is a gorgeous 3D shooter that pits you against wave after wave of nasty aliens. (Ever wonder why aliens are always mean? How come they never want to sit down, drink a beer, and watch a ballgame? Makes you wonder. Maybe someone knows more than they're letting on. Personally, I suspect the government.)

After starting the demo, enter the Game Options screen to set up your audio, video, and control options. You can play using either the keyboard, mouse, or gamepad. A screen for each type of controller tells you what each button does.

Once you've got the game configured the way you want it, click on Campaign Action to start; the other options are disabled in the demo. You get two missions from the full game: one places you in a gun turret you'll use to mow down alien aircraft (an arrow at the top of the screen shows you where they are; turn until the arrow is pointing directly away from you, and you'll see the little baddies). The second mission places you in a helicopter. Flying is pretty simple, but keep in mind that you must raise and lower your aircraft to shoot up or down; if you want to shoot tanks on the ground below, you'll need to back up and lower your altitude.

SPECIAL NOTE: The *Incoming* demo does not create a shortcut. To play the demo, go into the directory (by default, it's C:\incoming) and double-click on the icon.

Also, you must have a Direct3D-compatible 3D accelerator with at least 4MB of RAM to play this demo.



[illegible] love shooting them guns!

Deer Hunter

Win95

Company: Sunstorm Interactive
Tech Support: www.[illegible]
Category: Simulation
Required: Windows 95; Pentium; [illegible] 30MB hard-drive space; DirectX; mouse
Install: DEERDEMO\DEERDEMO.EXE

Deer Hunter has taken the gaming world by storm, making a quick and unexpected rise to the top of the gaming sales charts. This sim lets you head out into the wild and hunt a variety of game animals. Choices abound in regards to locales and weapons. And just like hunting in real life, you've got to be patient.

The *Deer Hunter* demo puts you in the Arkansas woods for a round of deer hunting. Armed only with binoculars and a shotgun (that's right — you're hunting deer with a shotgun; you'll have to buy the full game to use a rifle), you'll need to spend some time checking out the woods if you want to bag that prize buck.

You can explore different areas of the woods with the navigational map. Using the mouse, drag the cursor to the area you want to check out, searching for clues such as droppings, a bedding area, etc. If you come across an area that seems suitable, click on the Hunt button. You'll now be in the woods.

Be sure to check every inch of the woods. If you don't see anything after a little while, move on to the next spot.

Keep your eyes peeled, because the deer aren't going to walk up and kiss you on the forehead. If you see one, fight that impulse to start blasting away with your shotgun. Raise your weapon and aim carefully before taking that first shot, because one shot is all you'll get. If you don't see a deer, you can either return to the map and select another area, or use the call or antlers to try and lure a deer toward you.

Burnout

Win95

EXCLUSIVE PCG 1998

Company: Bethesda
Tech Support: (301) [illegible]
Category: Simulation
Required: Windows 95; Pentium; [illegible] RAM; 25MB hard-drive space
Install: BURNOUT\BURNOUT.EXE

Ah, good, old-fashioned drag racing. Tweak your super-ultra-over-under-hemi-heterodyne engine for maximum horsepower, then smear rubber down a stretch of pavement, filling the air with the smell of burned tires, gas, and oil. Simple, huh? Not quite....

Burnout is a full on drag racing simulation that lets you customize every aspect of your car, practically down to the grade of oil you use. You can get your virtual hands as dirty as you want as you navigate a series of menus to get your roadster primed and ready.

Although the demo installs in Windows 95, *Burnout* is actually a member of that dying breed — the DOS game. In fact, you may get better performance through DOS. At the end of the installation process, you'll enter a setup mode; select the type of sound card in your system and test your settings. Once you're happy with everything, exit installation. Two versions of the demo are included: those of you with a 3Dfx-based 3D accelerator should double-click on BURNOUT.EXE to play; if you don't have a 3Dfx card, click on BURNOUTS.EXE for the software-only version. Both of these can be found in the Burnout directory, which by default is C:\burnout.

The demo lets you do practice runs with a pre-set car. Although you can't change the settings for your engine, transmission, etc., you can enter the Shop and look at the menus to see what options are available in the full game. When you're finished exploring, click on the Practice button, and you're ready to go.

Put the pedal to the metal and hang on, because this beauty ain't holding anything back.

It's not a good idea to drive down the middle of the road, so take advantage of available cover.

Panzer Commander

Win95

Company: New World Computing
Tech Support: (818) [illegible]
Category: Turn-Based Strategy
Required: Windows 95; Pentium; [illegible] RAM; SVGA; Mouse
Install: H2DEMO\H2DEMOW.EXE

Some people live and die for sims, and SSI has made a name for itself by providing high quality simulations that put you right in the heart of battle. In the case of *Panzer Commander*, you're a tank commander during World War Two.

The demo lets you play one mission as either the Germans or the Russians; the American and English are disabled in the demo. Both missions require you to carry out specific objectives, detailed in the opening briefing. Once the mission starts, you're going to be thrown right into the mix. Keep in mind that this is a pretty realistic sim — to successfully finish the demo, you'll need to think like a real tank commander and quickly learn your vehicle's strengths and weaknesses.

The demo will give you a good idea of what the game is about and how to handle that mean machine. An extensive README file is included; you may want to print it out for reference while you play.

CONTROL KEYS

Move/Steer	ARROW KEYS
Traverse Weapon	KEYPAD 4, 6
Elevate Weapon	KEYPAD 8, 2
Center Turrent	KEYPAD 5
Select Next Target	Tab
Select Previous Target	Caps Lock
Select Nearest Target	N
Fire Main Gun Turret	Spacebar

I'm tired of living on a pig farm! I think I'm going to do me some good old-fashioned adventuring!

Dink Smallwood

Win95

Company: Ritsoft
Tech Support: www.[illegible]
Category: Roleplaying
Required: Windows 95; [illegible] hard-drive space; DirectX
Install: DINKDEMO\DINK107.E[illegible]

Dink is a nice guy, dedicated to the fine art of pig farming. He cares for the little piggies day in and day out, until one day he decides he needs to do some good, old-fashioned adventuring. His mother is none too pleased, but all his friends are going, so why shouldn't he?

Dink Smallwood is a roleplaying game that places you in the title role. You've had quite enough of pork and pork by-products, so you run off to join the King's army and do some good.

The demo lets you wander around a section of Dink's world. You can leave home by walking to the bottom of the screen. To progress to the next area, just walk to the edge of the screen. You can use either the keyboard or a gamepad to control Dink. The demo ends when you reach a boat.

SPECIAL NOTE: The demo does not install a shortcut. To start the demo, go to the directory (C:\dink) and double-click the "Dink" icon.

CONTROL KEYS

Use Weapon/Talk	Ctrl
Use Magic	Spacebar
Item/Magic Select	Enter
Movement	ARROW KEYS
Game Options	Esc

StarSiege

Win95

Company: Sierra
Tech Support: (206) 644-4343
Category: Action
Required: Windows 95; Pentium; 16MB RAM; 35MB hard-drive space; DirectX; Internet connection
Install: ES3ADEMO\ES3ATR2.EXE

Look at this poor fella. He [illegible] what hit him. Start blasting!

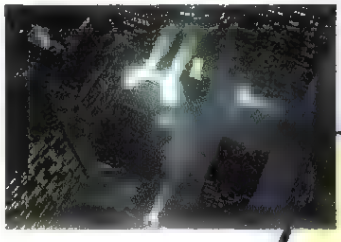
StarSiege is a new 3D combat game that places you in the cockpit of a giant robot with some big-time guns. The final game will let you fight it out across the solar system as either a Terran Operative, a Martian rebel, or a Cybrid death machine (ah yes, a Cybrid death machine — your prayers have been answered...).

The demo gives you a taste of what to expect from the multi-player action in this upcoming game. You can host a multi-player game on the Internet if you wish, but you'll need to know your computer's IP address. The easiest way to go is to fire up your Internet connection, then click on Join Game. This will present you with a list of servers and allow you to set up your type of Internet access. Click Query All, then Refresh. A list of available servers will appear; choose the one that you wish to join and click Join Server. This will take you to a menu that lets you choose your vehicle, enter your handle, and determine your control configuration. Click Okay, and you're in.

The rest is pretty simple: Determine which team you are on and attack the enemy. A scoreboard keeps track of the rankings, letting you worry about more important things...

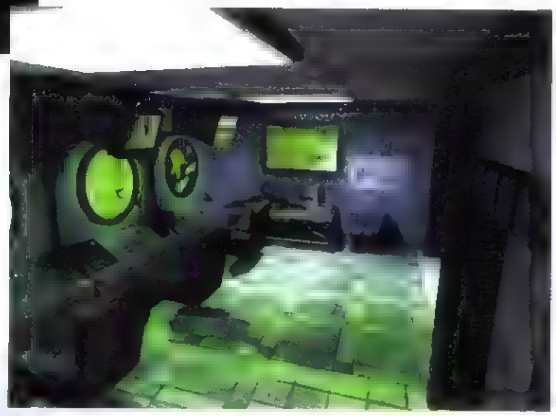
...Like blowing the crap out of everyone else.

SPECIAL NOTE: This is an Alpha Technology release and may contain a few bugs (although we've had no problems playing it). Also, normal Internet connect charges and/or phone charges may apply.



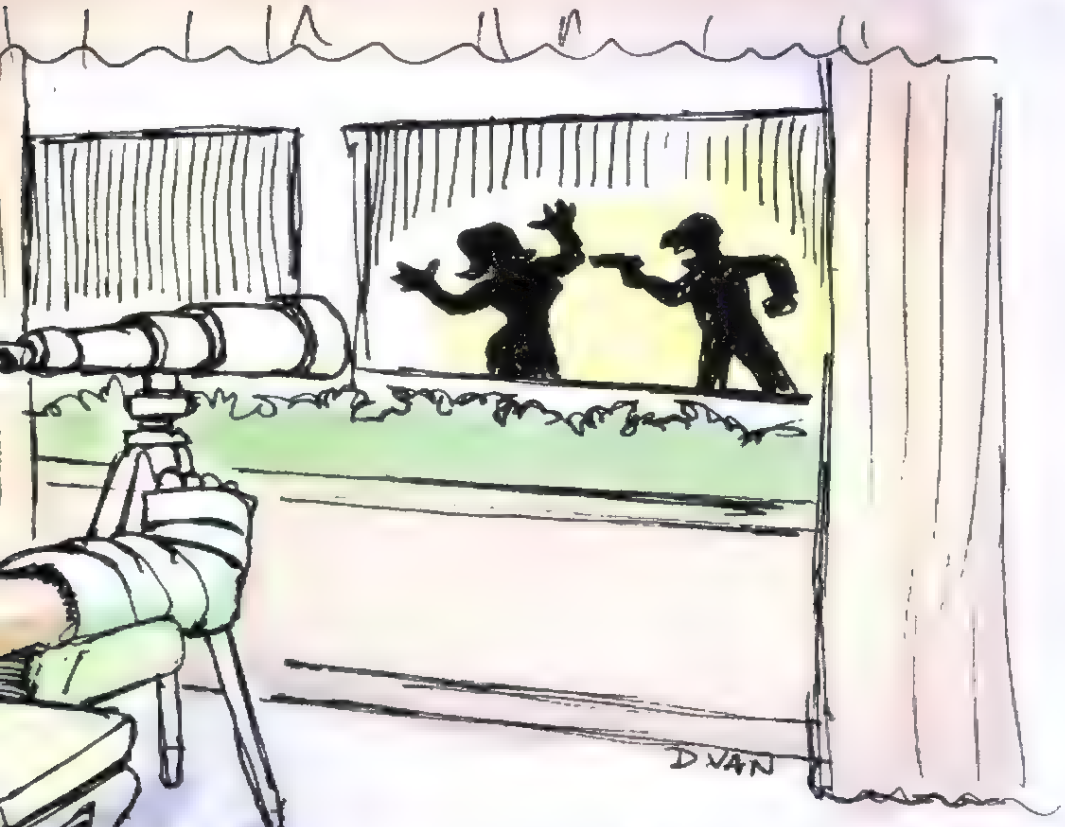
Actual screen captures from Tex Murphy Overseer

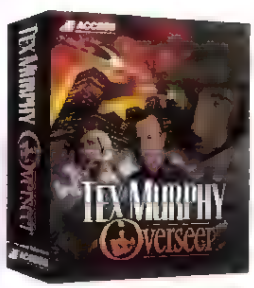
Real Life PALES by Comparison



Enter a Virtual Reality world where an unspeakable evil is destroying the elite team of scientists who created it—with only you to stand in it's way.

- You solve over 20 mini-mysteries on your way to the final confrontation
- You search for clues in over 31 virtual reality locations
- You interrogate up to 40 unique witnesses and suspects
- Both DVD and CD versions inside the box
- Featuring Dolby Digital™ (AC-3) 5.1-channel surround sound





Go to www.pcgamer.com/request Product #001

For information on this fine product, visit our website at www.AccessSoftware.com/B6T or call 1-800-800-4880. And add some color to your life!

ACCESS
SOFTWARE INCORPORATED

See the Platform Wars ad on page

myth
THE FALLEN LORDS

GAME of the YEAR!
– Computer Games Strategy Plus

STRATEGY GAME of the YEAR!
– Computer Gaming World

REAL-TIME STRATEGY GAME of the YEAR!
– PC Gamer

Top 50 GAMES of All TIME!
– Online Gaming Review

Go to www.pcgamer.com/request Product #042

For more information visit www.bungie.com or call 800 295-0060.

myth: The Fallen Lords and bungie.net are trademarks of Bungie Software Products Corporation. All rights reserved. © 1997 Bungie Software Products Corporation.

bungie.net BUNGIE

Empiriana

Win95

Company: Infinite Realms
Tech Support: *support@irealms.com*
Category: Online Gaming
Required: Windows 95; Pentium; 16 MB RAM; 25MB hard-drive space; DirectX; 28.8 Modem; TCP/IP Internet access
Install: EMPRIANA\EMP19.EXE

Empiriana is a turn-based, online role-playing game that promises hours and hours of RPG gaming goodness. Team up with other players and explore dark and dangerous dungeons; fight off evil folk; or just plop your butt down on a barstool and have a few drinks, stumble out and start a big fight, spend the night in the slammer, and do it all over again. It's just like your real life!

The demo allows you to play 20 hours for free. To sign up for the free trial period, go to *www.irealms.com* and click on the Free Trial Account link. This will take you to a form that you must complete; a few minutes later, you'll get an E-mail containing both your user name and password. Click on the *Empiriana* shortcut on your desktop, enter your info, and you're all set.

The free period limits you to two characters and prohibits you from progressing beyond the seventh level of proficiency. Also, you can't use a free E-mail service like Hotmail or Rocketmail to get your logon information (since you could conceivably have 100 E-mail accounts and sign up for 100 free trials). If you wish to continue after the initial 20 hours, you'll find pricing information at the Infinite Realms web site.

SPECIAL NOTE: Normal Internet connect charges and/or phone-usage charges may apply.

This online world places you in many precarious situations. Be ready!

If you think you can stand up against this, then jump on in for a fighting good time!

Net Fighter

Win95

Company: SegaSoft
Tech Support: (415) 802-4400
Category: Online game
Required: Windows 95; Pentium; 24MB RAM; 100MB HD space; DirectX; TCP/IP Internet access; Java-enabled browser; Heat account
Install: NETFIGHT\NF20.EXE

In the not-so-distant future, the prisons are filled to capacity, brimming with the scourge of society. As an alternative, Cyber-Prisons are created, where the prisoner is placed in a catatonic state. The prisoners are shipped away to a storage facility, where they are linked. A Cyber-Prison is what the prisoners make of it — and some of them like to kick ass.

To play, go to Heat at *www.heat.net* and enter your user name and password. (If you don't have one, you'll need to create an account). Select Games, then click on *Net Fighter*. Press Play Now to get to the action.

You'll go up against a variety of foes, but you'd best be ready to kick some serious ass because these aren't computer baddies — they're human opponets, each eager to fight their way up the food chain. Can you make it to the top? More importantly, can you stay on top?

You can either meet a friend there to play against, or go up against a stranger. Once the game is started, you'll be able to select your character; after this is done, you'll need to select your video mode. Be sure to explore the various moves, too, since each character has four special attacks. And if you want to have a chance, you'd better learn them quick.

SPECIAL NOTE: To play *Net Fighter*, you'll need an account with Heat. The client side software is on *The CD* at HEAT\KATALYST.EXE. A perimeter membership on Heat is free. Remember, though, that normal Internet and phone charges may apply. Also, *Net Fighter* does not install a shortcut, so you'll need to enter the directory (C:\program files heat) and double-click on the icon labeled "NF."

Pharaoh's Ascent

Win95

Company: Amberlee
Tech Support: *www.amberlee.com*
Category: Puzzle
Required: Windows 95; 486; 8MB RAM; 22MB hard-drive space
Install: PADEMO\SETUP.EXE

You were once the top dog, a real man's Pharaoh (as opposed to a sissy Pharaoh like that Tut fella), and then you died. Your little workers placed you in your pyramid, and now you're ready to begin a lovely afterlife — but there's a catch. Before you can get to the Kingdom of Osiris, you have to escape from your tomb....

Pharaoh's Ascent takes you back to ancient Egypt. The demo lets you sample some of the levels and gives you a taste of the trials and tribulations that lie ahead. Playing the demo is simple: Use the arrow keys to move around, Shift to jump, and Ctrl and an arrow key to fire your staff in a given direction. Each level is a puzzle, and you must figure out a way to open a door that'll take you to the next level. Along the way, however, you must contend with other dead folk, as well as spiders and other evil creatures.

If you find that you are having problems solving the puzzles, take a moment to look around your surroundings and figure out where the exit is most likely located. Once you've figured that out, you just have to get it to open — which can be accomplished by having things fall on it, etc. Good luck!

Think you can outsmart the gods? Give it a try; after all, it's only your immortal soul on the line.

MindSpring

Tech Support: (800) 719-4660
Category: Online service
Required: 486; 8MB RAM; 25MB hard-drive space; SVGA; Windows 3.1 or higher; 14.4Kbps or faster modem
Install: \MSPRING\SETUP.EXE

MindSpring will launch you onto the Internet with all sorts of goodies at your disposal — you can use E-mail, the World Wide Web, read Usenet newsgroups, and even gain access to free news, stock information, and web support.

The pricing is competitive, too: the Light service gives you five hours of service a month for $6.95 and $2 per each additional hour, along with 5MB of web space for your own web page. The Standard plan is $14.95 a month for 20 hours, with each additional hour costing one dollar. You also get 5MB of web space with this one. The Unlimited service gives you unlimited hours for $19.95 a month (without web space), while The Works service gives you unlimited hours, along with two extra E-mail boxes and ten megabytes of web space for $26.95 a month!

MindSpring uses its Pipeline+ software to give Windows 95 users a direct TCP/IP connection to the Internet, using the Microsoft Dial-Up Adapter. That means any of those online games that say they require a TCP/IP connection, like *Quake* or *Ultima Online*, will work beautifully with MindSpring. If you use Windows 3.1, MindSpring uses Connect rather than the Dial-Up Adapter, which gives you a 16-bit TCP/IP connection, so you can still play those online games (as long as they don't require a 32-bit connection). For the online gamer, MindSpring offers all you need to get hooked up and start fragging your friends!

With its realistic pricing and a whole slew of services available, MindSpring is a good jumping-off point for anyone wanting to get onto the Internet. Best of all, if you install the software from *The CD*, the $25 launching fee will be waived. Talk about service!

HAVING PROBLEMS?

We cannot provide technical support for problems you may encounter with the demos on *The CD*. Please use the tech support numbers listed with the demos. You can also go to *http:\\support.imagine-inc.com* or *www.pcgamer.com* for a FAQ.

***The CD* is rigorously tested by the *PC Gamer* staff and certified virus-free. *PC Gamer* cannot be held responsible for any incompatibility problems caused by the use of *The CD*. However, should your copy fail to run, with error messages that indicate your CD drive cannot read the disc, return it to the following address: PC Gamer Customer Service, The June 1998 Disc 3.15 Replacement, 150 North Hill Dr., Brisbane, CA 94005. Please indicate any error message you receive.**

EarthLink

Win95

Tech Support: (800) 395-8410
Category: Online service
Required: 486; 8MB RAM; 15MB hard-drive space; SVGA; Windows 3.1 or higher; 9600bps modem
Install: EARTHL\SETUP.EXE

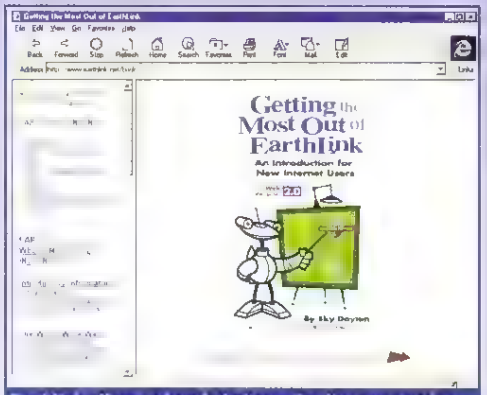
EarthLink Network, winner of the 1997 *PC Magazine* Editors' Choice Award for Best Internet Service Provider, supports all kinds of Internet games and even has its own online gaming site (*www.thearena.com*). EarthLink membership includes unlimited Internet access, unlimited E-mail, a free 6MB of space for your own web site, a free subscription to *bLink*, EarthLink's newsletter, and your choice of browser. We've got two ways for you to connect: a standard three-day trial or a special 14-day trial with a discount subscription to *PC Gamer*.

For the three-day trial, just install the software and enter all the information you're prompted for. You can test the service for three days; after that, you'll be billed for $19.95 a month unless you cancel.

The 14-day trial is a bit different. Subscribe to *PC Gamer* at a special low price, and you'll get two weeks to check out EarthLink. If you've already got a subscription and take advantage of this offer, you'll get an extra year added to your account.

Toss in loads of local access numbers and excellent customer service, and Earthlink is presenting one opportunity that you can't afford to pass up.

So what are you waiting for? Load up the goodies and get ready to start surfing the Internet Earthlink style!



Earthlink offers a virtual plethora of online support features, and it's all only a click away.

The Realm

Win95

Company: Sierra
Tech Support: (206) 644-4343
Category: Online game
Required: Windows 95; Pentium; 16MB RAM; 20MB hard-drive space; TCP/IP Internet connection; mouse
Install: REALM\SETUP.EXE

The Realm is a online roleplaying game from the fine folks at Sierra. In *The Realm*, you can assume any number of identities. You could be a wizard with red hair, a healer who travels around helping the wounded, or — if you prefer a walk on the dark side — a thief who picks pockets for a living.

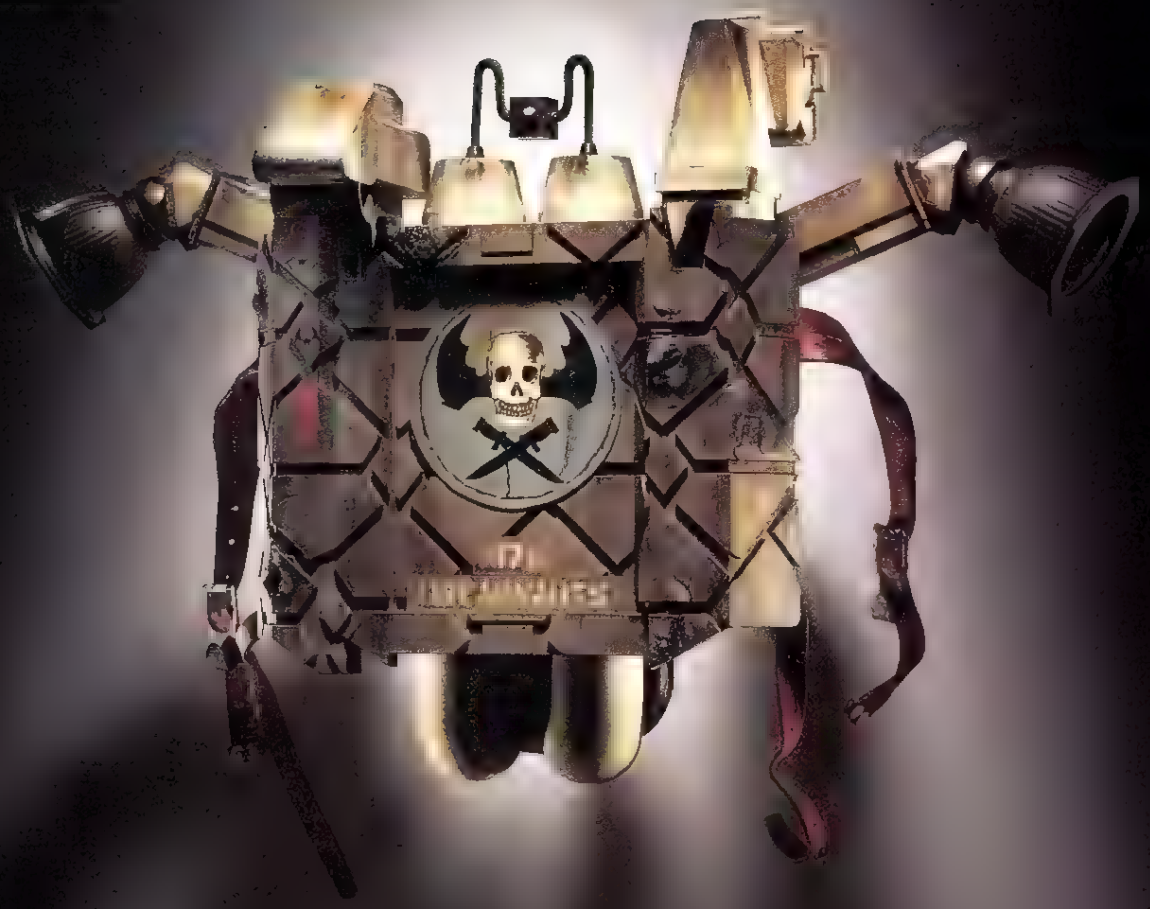
The enclosed demo software will get you up and running with a free, 30-day trial membership. Although the character you create is temporary, it will give you a good idea of what to expect from *The Realm*. If you wish to continue after the trial period expires, you can sign up for a year-long membership for $50 — not too shabby for a full year.

Also, since *The Realm* exists on only one huge server, it provides a more cohesive universe than some other online games. And with as many as 2,500 people online at any one time, there's always someone to chat with or rob, or hack into little pieces, as the case may be.

For more information regarding *The Realm*, you can journey on over to *www.realmserver.com* for details on the game's options, characters, rules, and other great tidbits.

Hmm...what have we here? To find out, you'll have to get online and try out *The Realm*.

Microsoft

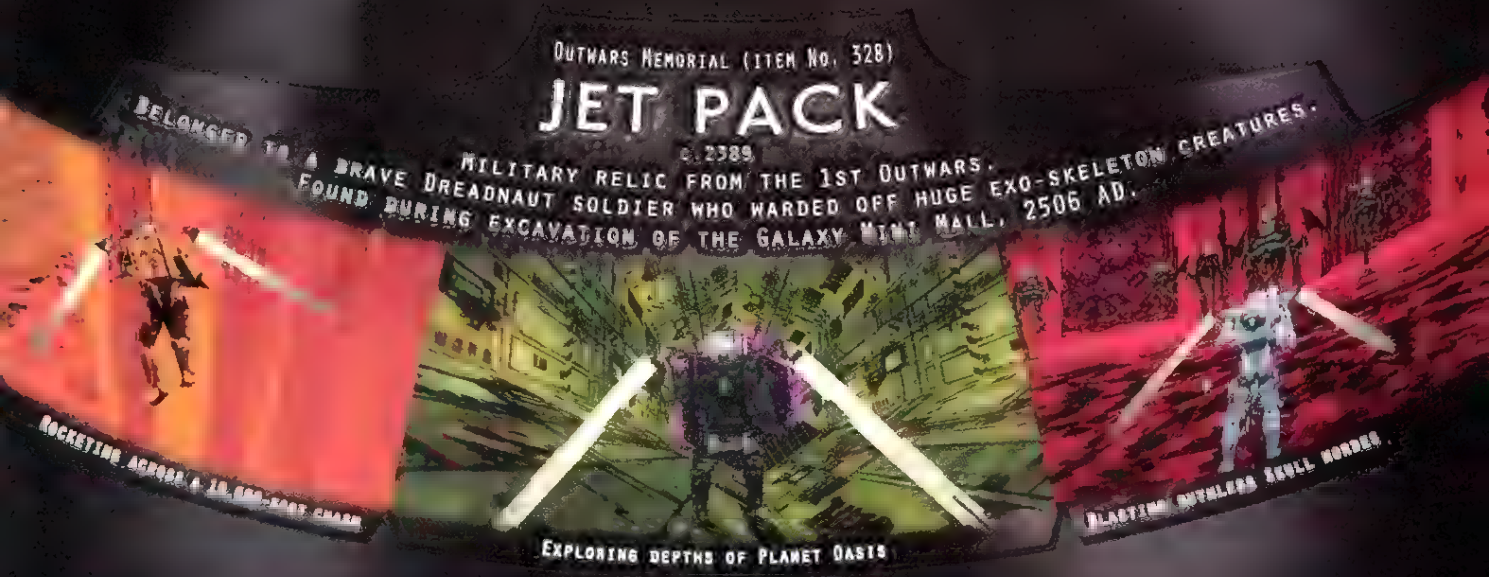


OUTWARS MEMORIAL (ITEM NO. 328)

JET PACK

c.2389

MILITARY RELIC FROM THE 1ST OUTWARS.
BELONGED TO A BRAVE DREADNAUT SOLDIER WHO WARDED OFF HUGE EXO-SKELETON CREATURES.
FOUND DURING EXCAVATION OF THE GALAXY MINI MALL, 2506 AD.



OUTWARS

WWW.MICROSOFT.COM/GAMES/OUTWARS

© 1998 Microsoft Corporation. All rights reserved. Microsoft is a registered trademark of Microsoft Corporation. Outwars is a trademark of Sierra On-Line, Inc. an Interactive Company.

EIDOS
INTERACTIVE
WWW.EIDOSINTERACTIVE.COM

Play DOMINION™ with up to eight others online at www.eidosgames.com with MPlayer technology.

ION STORM

A TODD PORTER GAME

Product Information Number 134

IT'S TIME YOU

1998's BIGGEST GAME!
- PC Gamer

Command & Conquer is a registered trademark of, and Command & Conquer: Tiberian Sun is a trademark of Westwood Studios, Inc. ©1998 Westwood Studios, Inc. All rights reserved.

SAW THE FUTURE

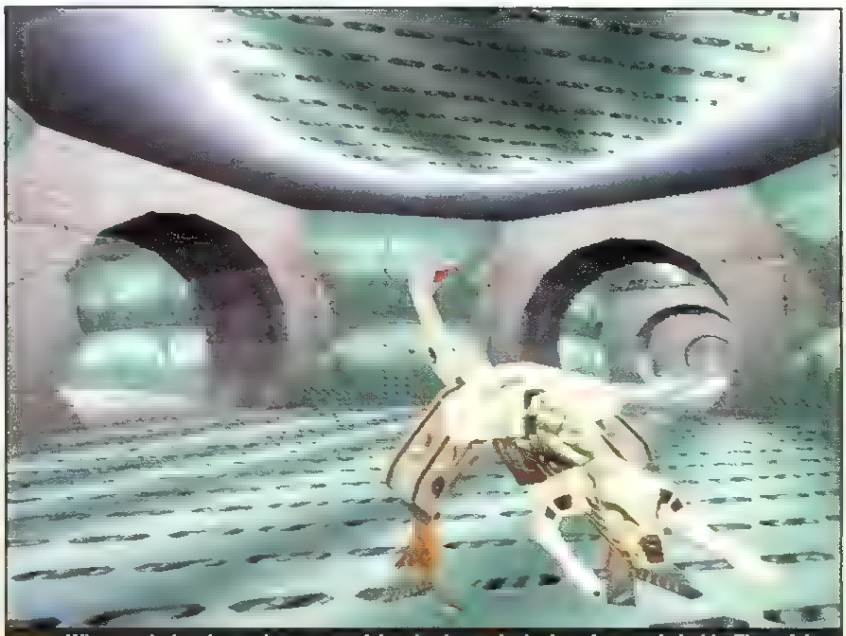
Go to www.pcgamer.com/request Product #942

Requiem: Wrath of

Holy wars erupt on your PC

Cyclone Studios brings us a chapter in the epic story of good versus evil and Heaven versus Hell — and it's gonna make a game of Biblical proportions.

—Colin Williamson



When exploring the murky sewers of the city, be on the lookout for attack droids. These fellows are light-sensitive — they'll come out of their hiding places at night.

FYI. FOR YOUR INFORMATION

Game: Requiem: Wrath of the Fallen
Category: Action
Developer: Cyclone Studios
Publisher: 3DO Studios, 600 Galveston Drive, Redwood City, CA 94063 (415) 261-3454
Projected Price: $49.99
Percentage Complete: 70%

In a nutshell:

Requiem **is a 3D shooter in which you play an angel who is on a quest to stop the Fallen from destroying all of Creation.**

What's so special?

Requiem **contains one of the most lush, interactive, and dangerous environments you've ever seen — along with an epic storyline and smooth graphics.**

Why should I care?

If the Cyclone team can pull it off, *Requiem* may usher in a new breed of shooter-adventure games where blasting everything in sight isn't as important as using your head.

And when's it coming out?

September 1998.

While other first-person shooters like *Daikatana*, *SiN*, and *Unreal* soak up the majority of the pre-release hype, a small group of developers at Cyclone Studios are quietly designing *Requiem: Wrath of the Fallen* — a biblical tale of good versus evil that's showing major promise.

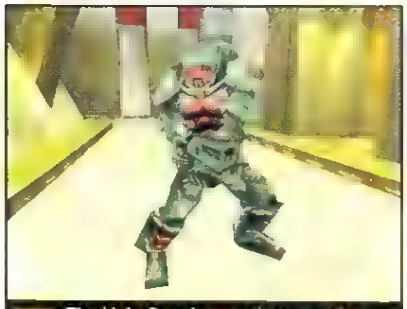
Requiem's plot partially derives from John Milton's *Paradise Lost*. The game begins during the aftermath of the Breaking — a war in heaven that separated the Chosen (the good angels) from the Fallen (Satan's troupe). Hungry for vengeance, the Fallen pool their resources for an all-out onslaught on Earth, and make plans to open up a gateway to Chaos, which will summon forth innumerable demons to destroy Creation. The Almighty Lord is not pleased with such activity, and he's got his own heavenly posse to send in when things get rough. This is where you step in — you're one of the Chosen, an angel named Malachi

"Malachi is generally cool, reserved, and sympathetic when dealing with innocents," explains Kerry Moffitt, *Requiem*'s director. "But when the time for fighting comes, Malachi's attitude and fury are those of one bad-ass Old Testament Angel. He has an edgy look — not the cute, cherubic angel seen in most of today's media."

Though Malachi is Divine, he's

You can get to know the locals at Jonah's Pub. Interaction with other characters is a strong aspect of *Requiem*.

the Fallen



The Light Guards may give you a few headaches at the beginning of the game, but as your spiritual power grows, smiting them will be no problem.

quite mortal when he takes physical form. However, he has access to a wide variety of heavenly powers, from healing abilities to raining down lightning from above to smite his foes. Doing good deeds (like healing the sick) will recover used-up spiritual energy, and you can also recharge at churches and cathedrals. Though the player will rely on his spiritual powers throughout most of the game, the time will come to don the weapons of the physical world for some old-style gunplay.

The overall style of *Requiem* has been described by the development team as "Robo-Goth," with plenty of influences from the Roman Catholic faith. Most of *Requiem* is set in a gritty city, and there's plenty going on in bars, apartments, cathedrals, and dark alleys galore. The second part of the game will be a battle on the *Leviathan*, a futuristic starship that the Fallen hope to commandeer. And crucial battles against the bosses, the Fallen Angels themselves, are fought in *Chaos*, a jumbled organic environment where natural laws do not apply.

In order to portray Creation under siege, the Cyclone team has been working overtime creating some of the most believable AI seen in a 3D shooter. As you enter the world of *Requiem*, you'll quickly discover that shooting first and asking questions later will dig you an early grave. Not every moving thing you see in *Requiem* is an enemy — there are civilians walking about the city streets, and you can converse with almost anyone you meet. "*Requiem* emphasizes understanding the world more than destroying it," says Moffitt. "Episodes are story-based, so the ever-present 'find the key and open the door' progression is mercifully absent."

In the first few levels, the main opposition are soldiers who have been unknowingly possessed by the Fallen. However, they won't start blasting away at you as soon as you cross their field of view — they'll simply ignore you if you stay out of their way and move along like a good citizen. Eavesdropping on them can reveal hints that are crucial to your success — or can land a few bullets to the chest if they catch you snooping. Don't forget that Malachi has the ability to possess people, so hitching a ride in a soldier's body isn't out of the question.

But when the time for killing is at hand, you'll have to proceed quickly and cautiously. "We've reached the point where gamers are tired of half-wit monsters that wait patiently in the corners of rooms and then suicide-charge," says Moffitt. So the AI has been beefed up to provide a major threat: most soldiers can sound alarms or call for backup if you're giving them trouble, and groups of enemies will break into logical attack formations, dive for cover, and protect targets.

Cyclone's proprietary 3D engine is no slouch, either. With a two year development time and native support for 3Dfx, PowerVR, and Rendition (and OpenGL and D3D in the works), the world of *Requiem* will be lookin' good. Fog, moving light sources, particles, and 16-bit textures will be included — and the team feels that *Requiem* running through a 3Dfx card will look even better than the current industry benchmark. The skeletal based animation system blends rigid-body and soft-body modeling, and the results are life-like movements (without any joints poking through each other).

What a left hook! One of your powers is possession — you can hop into a soldier's body and start trouble within the ranks.

Of course, the key to any shooter's long term success is the ability for user-designed add-ons, and Cyclone will eventually release their level editor to the general public. "It's an incredible piece of work," says Moffitt. "The final version, if released, will be tailor made for our customers, making it fun and easy to get designing in no time."

The team has committed to a September 1998 release date, and everything is right on track. *Requiem*'s strong storyline and different subject matter should turn the head of anyone remotely interested in 3D gaming. "The heart of the gameplay revolves around the religious and metaphysical aspects of Heaven versus Hell, and angels versus demons," says Moffit. "It's a timeless story that's been told for generations — and this is a '90s interactive version of it where *you* get to play the central character."

PCG

Uh-oh, here comes trouble! The Heavy Guard comes packing several hundred pounds of angel-mutilating firepower. Good thing the Almighty can help you kick his ass.

© 1998 Cendant Software Corporation

Red Baron II

Welcome to World Opponent Network, your **FREE online gaming service.**

ACRO PHOBIA

Break the chains of solo play at WON and experience the ultimate mix of pure fun

GOLF PRO '98

and intense competition. Whether you're dogfighting aces in Red Baron II, outwitting

LORDS II OF THE REALM

punsters in Acrophobia, or storming a castle in Lords of the Realm II, you're always playing

CYBERSTORM 2 CORPORATE WARS

real people in real time. Check out WON and discover your FREEdom to play online.

WON

WORLD OPPONENT NETWORK

www.won.net

Product Information Number 316

X-COM Interceptor

Fly and fight against deadly aliens in the newest X-COM game

Strategy and resource management collides with fast-paced space combat action in this surprising new addition to the X-COM family.

—Todd Vaughn

FYI — FOR YOUR INFORMATION

Game: X-Com Interceptor
Category: Strategy/Simulation
Developer: MicroProse
Publisher: MicroProse, 2490 Mariner Square Loop, Alameda, CA 94501 (510) 864-4550
Projected Price: n/a
Percentage Complete: 85%

In a nutshell:

The X-COM universe takes a detour into deep space as MicroProse prepares to launch *X-COM Interceptor*, a space combat simulation where strategy and resource management play a large role.

What's so special?

Borrowing heavily from the resource management and strategy elements of the X-COM games, *Interceptor* allows gamers to determine when, where, and how they'll fight their alien adversaries.

Why should I care?

Using the same flexible strategy element as previous X-COM games, *Interceptor* offers a welcome alternative to the rigidly-scripted missions of the Wing Commander games or *X-Wing* and *TIE Fighter*.

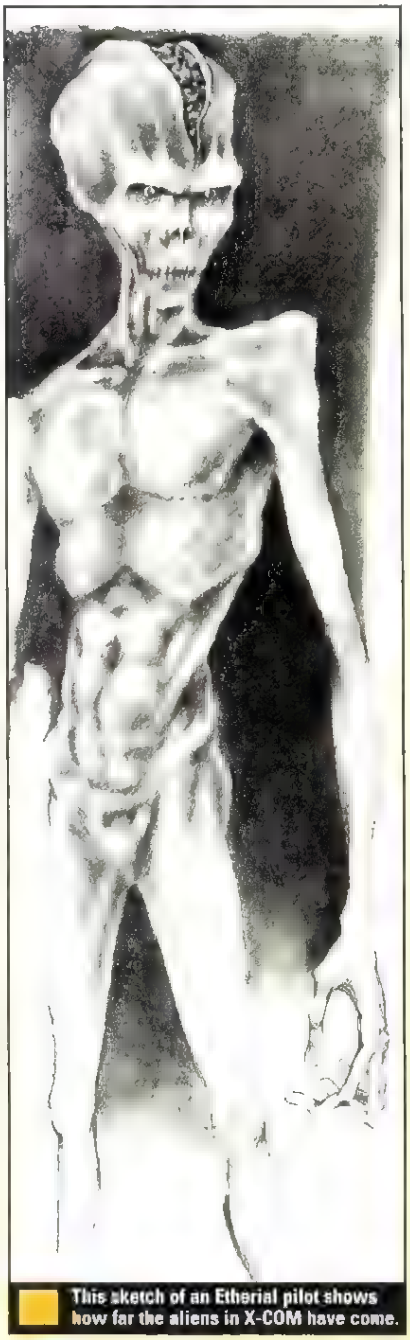
And when's it coming out?

July 1998

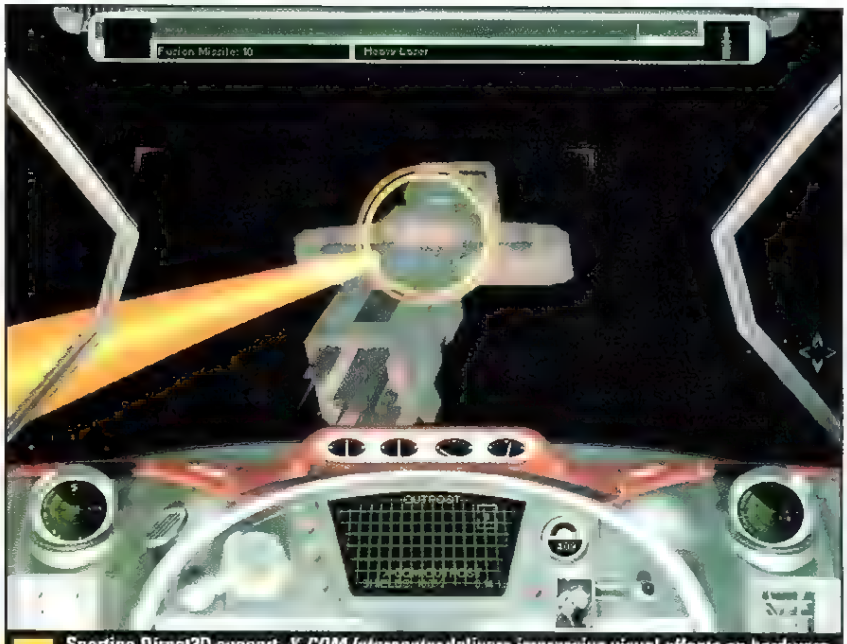
When MicroProse announced that it was developing a space combat game based on the popular turn-based strategy game *X-COM UFO Defense*, most of us had visions of a Wing Commander-esque shoot-'em-up designed to capitalize on the *X-COM* name. You'd have aliens versus humans, they'd shoot at each other, you'd watch a movie, game over. After all, where would they put the strategy? Yet, after taking a hands-on look at a late build of *X COM Interceptor*, we have to say that while it is positioned to go after the Wing Commander series, it looks like MicroProse will please X-COM fans with a game that stays true to the famous series

According to the game's producer that's exactly as it should be. "The idea for *Interceptor* came about when *UFO Defense* first came out," Explains Dave Ellis, *X COM Interceptor*'s producer, "I thought it would be it an interesting idea to take the UFO interception portion of the game and actually put the player in the cockpit of an interceptor, so they could fly around and shoot down the alien ships. That's pretty much where it started. From there, it evolved into the whole sequel idea of taking the X-COM universe out into deep space and marrying the strategy of the X-COM games to the space flight action similar to *Wing Commander* or *X-Wing*."

As in the original *X-COM*, players will begin with a single base, some resources, a small squadron of fighters and pilots, and a vast expanse of space to defend against an alien threat. The immediate goal will be to ensure the safety of your employers — wealthy outposts sprinkled throughout the system — with a much larger goal of eliminating the alien threat before it overwhelms the system Using your monthly stipend, you'll make all the decisions, juggling the budget to discover new technologies, recruiting new pilots and building new bases to increase your attack range, all the while keeping enough fighters on the ready line to respond to any and all threats Fail to meet the challenge of the alien threat one too many times, or neglect an outpost's cries



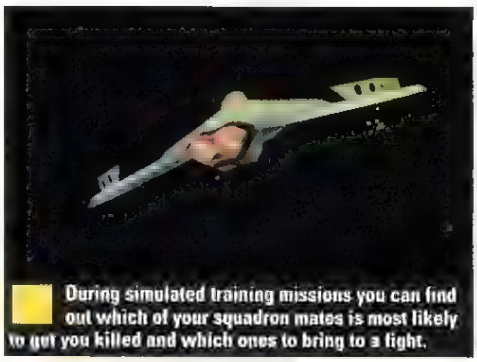
This sketch of an Etherial pilot shows how far the aliens in X-COM have come.



Sporting Direct3D support, *X-COM Interceptor* delivers impressive visual effects on hardware accelerators — but it will look good running under software-only, too.

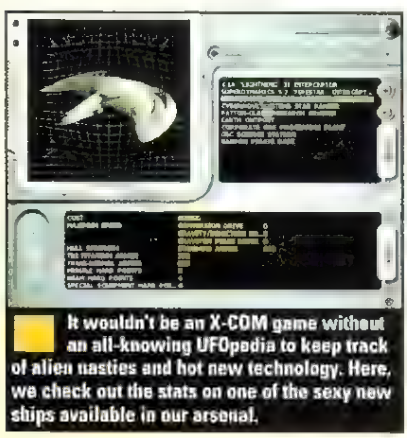
for help, and you've just lost yourself a meal ticket — and possibly the war

Ellis says that coming to grips with *Interceptor*'s strategic side should be second nature to fans of the turn-based X-COM games, thanks to an intuitive interface that retains nearly all of the features of the classic game. "We wanted to be sure that X-COM players had something they could be familiar with in terms of strategy and resource management," he says. "But we didn't want to overwhelm players who are coming into it for the space combat with a lot of micro-management and details."



During simulated training missions you can find out which of your squadron mates is most likely to get you killed and which ones to bring to a fight.

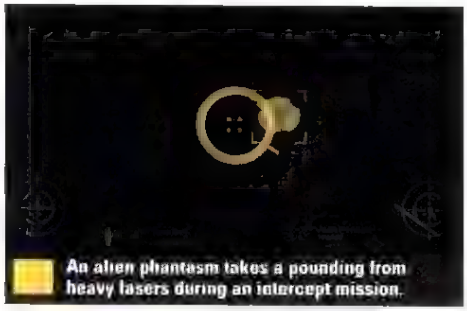
To that end, players no longer need to hire scientists, build living quarters to house them, or pay out monthly salaries to keep them on board. Instead, all research is downloaded (when available) from X-COM intelligence headquarters on Earth. However, this simplified process hasn't kept the designers from throwing in a few tricks to getting timely information. The download nodes on your base can be upgraded, enhanced, or amplified by adding additional modules to your base. The more modules you have, the faster you'll download research. But to get all that fancy equipment, you're going to shell out a king's ransom in funds, which may be better spent on pilots, weapons, and base defenses.



It wouldn't be an X-COM game without an all-knowing UFOpedia to keep track of alien nasties and hot new technology. Here, we check out the stats on one of the sexy new ships available in our arsenal.

The custom base building of the original *X-COM* remains a factor in *Interceptor*, only this time it's what's on the outside that counts. Each base has multiple modules that can be outfitted with defenses, early warning systems, etc. When fending off alien attacks, all of the upgrades you've made to your base will be visible and active, giving you the chance to find out first hand if that expensive missile bay or laser turret was actually worth the money you paid for it.

In the cockpit, *Interceptor*'s space flight engine looks promising, sporting 16-bit high-color graphics in software, and support for Direct3D compatible hardware accelerator cards. Graphically, *Interceptor* is within shouting distance of *Wing Commander: Prophecy*, with large detailed objects, asteroid fields, and spectacular backdrops brought to life with a distinctive X-COM flair. The space-flight model appears to strike a careful balance between the WWII dogfighting style of



An alien phantasm takes a pounding from heavy lasers during an intercept mission.

X-Wing vs. TIE Fighter and the more arcadish antics of the Wing Commander series, and it shouldn't require more than a few trips around the station to get the hang of the ships.

Using the variety found in the random missions of the original *X-COM* as a benchmark, the designers assure us that *Interceptor* will challenge players in a number of ways. Alongside the expected intercept missions, you'll be able to go on the offensive and disrupt alien freighter convoys or be forced to protect your own against alien retaliation sorties. As the aliens grow more aggressive, they'll attack your outposts, ore refineries, supply convoys, and bases. More importantly, success or failure in the cockpit plays a significant role in how well you do in the war. During alien attacks on your convoys, all of the equipment purchases that are in transit will go down with the ship if you're not successful — and if you sold your last med kit just to buy a dozen of the latest fighters, this scenario would represent a major setback.

There are even more stressful considerations to make prior to launch. You'll have to decide which ships you want to fly, which weapons to outfit them with, and which pilots should be behind the stick. While *X-COM Interceptor* will feature all of the requisite wingmen commands found in space combat games, Ellis says keeping a close eye on your pilots will be vital. "The artificial intelligence of the wingmen is determined by their statistics," he says, "much like the soldiers in the first three X-COM games. The better your pilot's stats are, the better they'll behave."

In other words, if you don't take the time to check a pilot's credentials before you sign them up for a mission, you might just find yourself on display in an alien morgue. You'll have to closely monitor new recruits for signs of weakness, since a wingman prone to alien influence can be a danger to the rest of the squadron. As the aliens begin using their psionic abilities against the X-COM team, pilots can be turned against your squadron, panic and run away, go berserk and use up their weapon stores, or fly blindly into the melee only to get themselves killed.

It's this level of detail that made *X-COM* the classic that we all know and love, and though we're only spent a brief amount of time with *X-COM Interceptor*, it looks like this latest addition to the series will be a worthwhile one indeed. Keep an eye out for it in July.

PCG

BEHOLD, THE DAY OF THE LORD COMES, CRUEL, WITH WRATH AND FIERCE ANGER, TO MAKE THE EARTH A DESOLATION AND TO DESTROY ITS SINNERS FROM IT.

ISAIAH 13:9

REQUIEM

WRATH OF THE FALLEN™

THIS FALL

WWW.REQUIEMPC.COM

CYCLONE STUDIOS

MATURE M CONTENT RATED BY ESRB

PC CD-ROM

Great PC Games from 3DO

Go to www.pcgamer.com/request Product #767

1998 The 3DO Company. All rights reserved. Requiem Wrath Of The Fallen, Cyclone Studios, and their respective logos are trademarks and/or registered trademarks of The 3DO Company. Cyclone Studios is a division of The 3DO Company

Baldur's Gate

The next step in the roleplaying revolution

Roleplaying games are on the rise, and BioWare's *Baldur's Gate* looks like it'll sweep away the competition by doing things no one has ever dared before.

—Michael Wolf

FYI
FOR YOUR INFORMATION

Game: Baldur's Gate
Category: Roleplaying
Developer: BioWare
Publisher: Interplay Productions, 16815 Von Karman Ave., Irvine, CA 92714, (800) 969-4263
Projected Price: $55
Percentage Completed: 75%

In a nutshell:

You control a party of as many as six characters as you adventure through TSR's Forgotten Realms. Starting out as a young lad, you must uncover the mysteries of your own origins and save the Sword Coast from financial ruin.

What's so special?

BioWare is making leaps and bounds with *Baldur's Gate*, including a new multi-player interface that lets players control one or more characters through an adventure.

Why should I care?

If you've been paying attention, you know that RPGs are coming back to the PC with a vengeance. So far, *BG* looks like it'll be one of the best.

And when's it coming out?

Late Summer 1998.

Carnage and blood are to be expected in skirmishes with unfriendly creatures.

Unless you've been sleeping under a pile of empty *Total Annihilation* and *Dark Reign* boxes lately, you know that role playing games (RPGs) are on their way back into the PC market. *Wizardry 8*, *Might and Magic VI*, *Ultima IX* — they're all in the works. But a small Canadian developer, BioWare, is working on a game that just might put them all to shame.

Baldur's Gate, based on TSR's Forgotten Realms universe, has been compared to *Diablo* on many occasions. It should be noted, however, that the resemblance to Blizzard's action roleplaying game ends at the top down, isometric view and the way objects highlight when you move the cursor over them. In *Baldur's Gate*, you start off by creating a single character, choosing from seven different races (human, elf, drow, half-elf, dwarf, gnome, and halfling) and 26 classes. Of course, you can make adjustments to all the important stats. As Dr. Ray Muzyka, the BioWare producer, says, "since you only get to create one character, and the others all have to join you during the game, we wanted to make sure that the players can create whatever character they want." As you proceed through the game, you can have a maximum of six characters under your control.

One of the truly interesting parts of controlling your party is the basic scripting system built into the game. If

The spell effects promise to be unique and gorgeous. And if things get too crazy all at once, you can hit the spacebar to pause the time and choose actions for your characters.

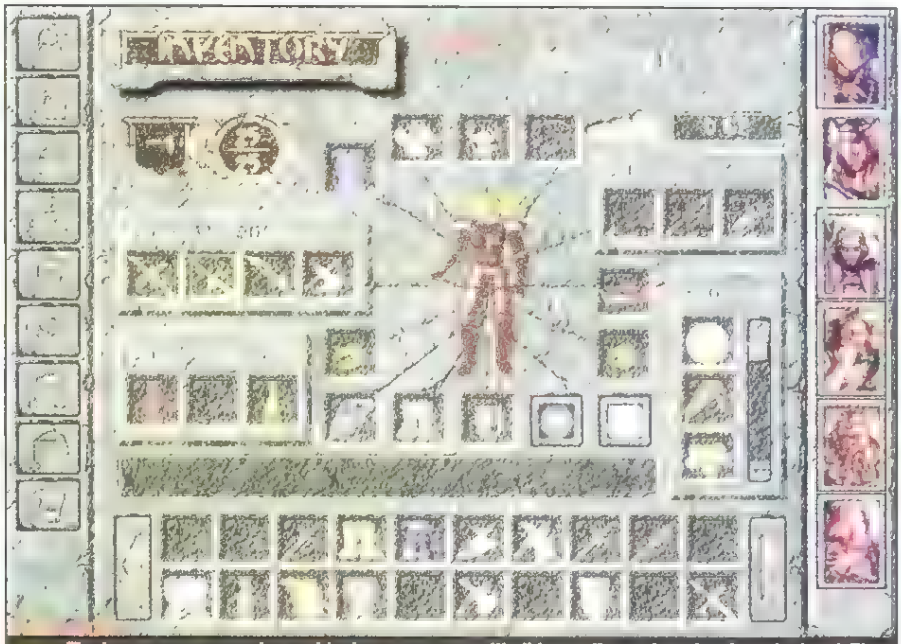
Along with a ton of different monsters, the terrain also will be varied.

you have the time, inclination, and patience, you can use a basic level scripting language to program reactions for each of your characters, depending on whether or not you have the AI turned on. For example, you can tell your mage that should you encounter a kobold, he should immediately fire off a magic missile. However, if players don't want to be that hands-on, they can use the pre-built scripts that come with the game.

As a matter of fact, much of the game is based on giving the player as much control as they like. As Muzyka says, "we have a lot of different levels of feedback, depending on what level of interaction you want." Even for something as simple as movement, you can choose from many different formations for your party, depending on the current situation. You can select a follow-the-leader mode for navigating narrow caves, or a T-formation for head-to-head combat. Or, should you need to protect your magic user, try a circle formation with the vulnerable party member in the middle. You can easily determine which character you want in which position, and even rotate the formation so they're all facing the direction you want.

Combat is basically real-time, with the option for pseudo turn-based control. In other words, tapping the space bar immediately freezes time, and while the game is frozen, you can plan out the actions of your party members. Once you tap the space bar again, time resumes, and the characters act on the directions you give them. Once they complete their movements, you can hit the space bar again to freeze time. This lets players plan out and strategically maneuver their party during intense combat, but you don't have to cycle through tons of menus each time you run into a wimpy goblin until your fighter gets his turn to smash it into a pulpy mess.

Baldur's Gate also does something no other roleplaying game has really done before: it contains a multi-player mode. The idea is to make it just like a pencil and paper AD&D campaign — BioWare wants to make it as close to a true roleplaying game as possible. Players can control one or more characters in the party, for a total of six players all travelling together. The person in control of the campaign determines who controls which characters, and should he or she not want to play anymore, they can simply send the save game file to someone else to take control. Muzyka says, "the leader can assign different attributes to the people who join him, for example, whether they have the ability to kill each other, or open items, or initiate dialog." It's an untested method of multi-player role-playing, but it will certainly appeal to RPG fanatics who miss their Saturday afternoon gatherings with character sheets in hand. "It's sort of like the old D&D box sets that were modules you could play with friends," Muzyka says. "The only different between this and the single player game is that instead of having the AI in the five slots, you actually have different people taking control. We think it's going to make it more focused. The computer is essentially your Dungeon Master, which allows the players to simply follow the story line."



The inventory system, along with character stats, will all be easily monitored and manipulated. The characters will also closely follow the AD&D rules regarding weapons and armor.

If you're interested in the story line, here's what BioWare is planning for the moment: The game takes place along the Sword Coast in a time of upheaval. Iron ore is becoming scarce, and what can be mined and forged shatters under normal use. That means the farmers don't have sturdy plows for creating their fields, and soldiers don't have decent swords to combat the bandits running rampant. Bandits raid any supply trains coming into the area and steal what little iron the trains carry. It's during this time of distress that you enter the game as a young orphan in the town of Candlekeep. Without knowledge of your heritage, you embark on a journey to discover not only your own roots, but also the root of the problems plaguing the Sword Coast.

With one of the largest worlds ever created in a roleplaying game, taking up five CDs (which only contain five to seven minutes of pre-rendered video — the rest is all game data), this is the biggest RPG we've seen in a long time. The game also contains dynamic lighting, day and night cycles, weather effects, 3D height maps, and 24-bit color for 4MB video cards (16 bit color on 2MB cards).

Each town has many buildings, and each of those buildings has an interior that was created by the level designers. Nothing on the map is randomly generated — it's all hand-crafted by real people.

After witnessing the engine first-hand, speaking to the developers, and seeing what they've done, we predict *Baldur's Gate* will be one of the biggest, if not the best, roleplaying games to come to the PC in 1998. We can't wait to get our hands on it.

PCG

The Congressional Medal of Honor...

...is about the only award we haven't won.

Go to www.pcgamer.com/request Product #164

(c)1998 ORIGIN Systems, Inc. All rights reserved. We Build Sims by the Book is a trademark of Electronic Arts. Jane's is a registered trademark of Jane's Information Group Ltd. Jane's Combat Simulations is an Electronic Arts brand. 3Dfx (c)1998 3Dfx Interactive, Inc. The 3Dfx Interactive logo is a trademark of 3Dfx Interactive, Inc. All rights reserved. This product is not licensed or endorsed by McDonnell Douglas Corporation.

Simulation Game of the Year

Simulation of the Year

Special Achievement in Graphics

Gamecenter's Sim of the Year

Simulation of the Year

Reader's Choice: Sim of the Year

Simulation of the Year

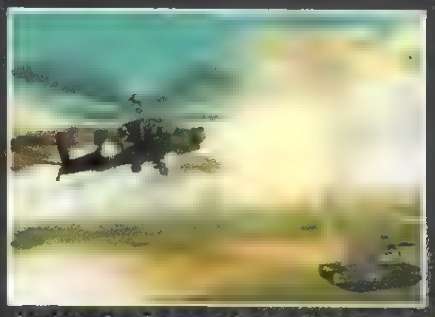
Kick Ass Product

Best Simulation

Reader's Choice: Best Sim

And the list goes on...

LONGBOW 2



Actual Gameplay Screens

DEMO

www.janes.ea.com

Jane's
COMBAT SIMULATIONS

We Build Sims By the Book™

Eyes on Eidos

The folks that brought you Tomb Raider *have a slew of promising titles in the works*

You already know about *Final Fantasy VII*, but Eidos has a lot more in store for you this year. We were able to get a sneak peek at some of the projects in the works, and a few of them have caught our eye.

Thief: The Dark Project is being developed by Looking Glass Studios, the group that gave us both *Ultima Underworld* titles as well as a personal favorite of ours – *System Shock*. This first-person "skulker" may look similar to the horde of *Quake* clones on the market, but it promises a much more intriguing style of play. Hiding in shadows, eavesdropping on unsuspecting guards, and being just plain sneaky are the traits you'll need to come out on top in this game. There will be more than 20 mission areas for you to do your dirty work in, from sewers and an abandoned church to the Lost City of the ancients. The visuals will support 3D accelerators, and from the early look we've seen, could be some of the best ever. Every object you encounter will have its own physical properties, for example, wooden objects will float on water and burn when exposed to fire, while those made of stone will exhibit rather different qualities. Your weapons will consist of a bow that can fire different types of arrows (water, fire, etc.), and sword fights will be the way you resolve your differences with the guards when the battles get up close and personal. *Thief: The Dark Project* is scheduled for release sometime in the fall.

We haven't seen much of this next title, but the premise sounds very interesting. *Gangsters* will let you take control of the seedy underworld in a 1920s Chicago-style city. All of the things that make the gangster lifestyle *such fun*, such as extortion, prostitution, gambling, boot-legging, and bribing officials will be at your disposal. The challenge will be in balancing your low-life activities with the need to keep up an honest facade by supporting good causes, helping the police, and running legitimate businesses. Do this well and you'll find yourself in control of the city. You'll have more than a thousand city blocks filled with shops, apartments, offices, and public buildings to play with when *Gangsters* is released this fall.

Commandos, a real-time strategy war game, will let you control six commandos, each with specific skills, through bloody battles in hostile territories. Strategy and tactics will play a major role in the 24 missions that take place in North Africa and Europe. You will be able to pilot boats, planes, and ground vehicles, while taking out your enemies with 25 different weapons and explosives from the WWII era. A zoomable isometric camera will allow for as many as six simultaneous views. Multiplayer will be available via a LAN or over the Internet when *Commandos* is released this August.

RPG and adventure game fans will want to keep an eye out for *Revenant*. The medieval setting will have players exploring shadowy catacombs and ancient temples, interacting with 40 characters, collecting magic items, casting spells, and fighting dozens of different monsters — it's a lot like *Diablo*. The 3D

Continued on page 50: See

The Lion's Not Sleeping

MGM Interactive has more games on the way

MGM Interactive, the games division of the giant entertainment company Metro Goldwyn Mayer, has two new titles in progress. We previously told you about *Tomorrow Never Dies* (April '98, Under Construction), a game based on the James Bond mythos, and we have word of another movie tie-in, *Aliens*, a sequel to an older title.

Back in the day when the TRS-80 was a computing powerhouse, a little film about computer hacking and global annihilation was a hit at the box office. This movie went by the name of *WarGames*, and MGM has decided that the time is ripe for an update, albeit in a different medium - the PC.

Set 20 years after the film, *WarGames* puts the player in the role of a web surfer who just happens to get involved in a global war simulation that has real-world ramifications (how come we can never find cool web sites like this?). This real-time strategy game will have 30 campaign missions set in a 3D game world with real-time weather effects and varied environments. Many different unit types will be at the player's disposal, air-, sea-, and land-based units like tanks and helicopters as well as futuristic ones such as an MK4 Walker, which sounds a little like a Mech to us.

An interesting-sounding addition to the game will be the use of fellow hacker players, who will direct. With the help of their [illegible]

***WarGames'* 3D world will have real-time weather effects, and players will be able to position the camera to their liking to get the best view of the battlefield.**

well friends, players will be able to electronically infiltrate the opposition and rob them blind of money, information, and intelligence, while also being able to plant viruses to bring the operation to its knees. The game will support 3D accelerators and multiplay for as many as four players over a LAN, via the Internet on Mplayer. *WarGames* is scheduled for release in the second quarter, so it may be on store shelves by the time that you read this.

The other title from MGM is *Return Fire II*, an sequel to the original from a few years ago. Essentially, *Return Fire II* is a game of "capture the flag" using high-tech units of destruction. Aircraft carriers, PT boats, and Jump Jets will be just a few of the units you'll command to splatter your opponents across different terrains.

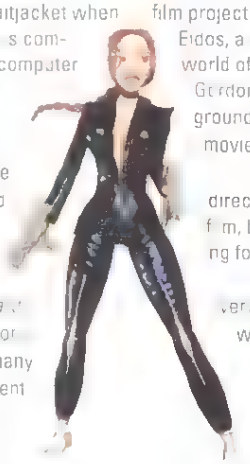
The single-player game will be improved over the original (the one major fault the game had), and the many multiplayer options should make for some serious fun. Four players will be able to battle on the same PC with a split screen mode, while as many as 16 generals will be able to duke it out over a LAN or via the Internet on Mplayer. 3D accelerators and force-feedback joysticks will be supported as well. *Return Fire II* is being readied for a September release.

Lara Croft: Live and in Color

Eidos sells Tomb Raider *film rights to Paramount Pictures*

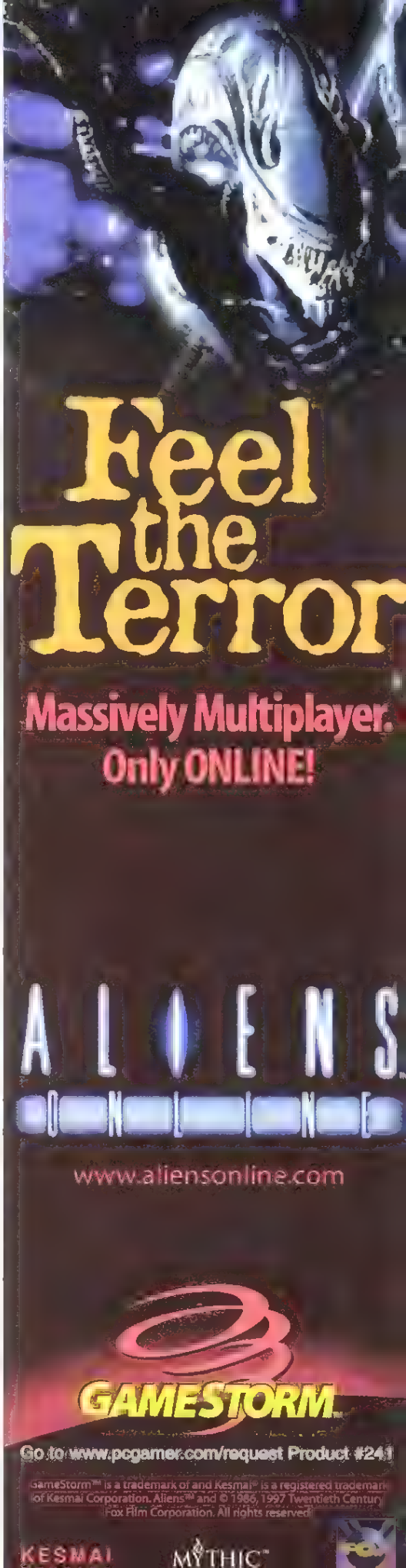
If you've been drooling over the polygon version of Lara Croft (and who hasn't), you may just have to be put in a straitjacket when the live-action *Tomb Raider* movie is completed. Eidos, the publisher of the computer game series, has licensed the film rights to Paramount Pictures.

Paramount must think pretty highly of the project since they have tabbed Lawrence Gordon and Lloyd Levin as producers of the upcoming film. Gordon has produced more than 30 films in his career, including such mega hits as *Die Hard*, *Predator*, and *48 Hours*. Levin's record is just as solid, having worked on many of the same projects as Gordon. Brent V. Friedman (co-writer of *American Cyborg: Steel Warrior*) is penning the screenplay.



John Goldwyn, president of Paramount said, "We are thrilled by the possibilities of this film project. We are confident that the pairing of Eidos, a leading company in the cutting-edge world of video games, and producers Larry Gordon and Lloyd Levin will result in a ground-breaking, live-action adventure movie with worldwide appeal."

There's no word as of yet on a director, cast, or release date for the film, but the subject matter is too appealing for this project to be put off for long. If you just can't wait for a fix, our very own editor-in-chief Gary Whitta is writing a *Tomb Raider* screenplay just for fun. You can check out his work-in-progress script on the web at *www.pcgamer.com/features/tombscript.html*.


Feel the Terror
Massively Multiplayer.
Only ONLINE!
ALIENS
ONLINE
www.aliensonline.com
GAMESTORM
Go to www.pcgamer.com/request Product #241
GameStorm™ is a trademark of and Kesmai® is a registered trademark of Kesmai Corporation. Aliens™ and © 1986, 1997 Twentieth Century Fox Film Corporation. All rights reserved.
KESMAI
MYTHIC

750,000,000
QUARTERS CAN'T BE WRONG
Peter Jacobsen's
Golden Tee
GOLF™
THE #1 ARCADE GAME
SOON ON YOUR PC
INCREDIBLE TECHNOLOGIES
PLAY THE GAME
www.itsgames.com
Go to www.pcgamer.com/request Product #322

Origin's Legal Woes

Ground-breaking lawsuit pits Origin vs. consumers who claim Ultima Online *creators made false, misleading claims about game*

Origin Systems and its parent company Electronic Arts have been named as defendants in a class-action lawsuit filed by customers who purchased *Ultima Online*. The suit charges Origin with fraud and misrepresentation including failing to inform consumers of a $10 monthly charge to continue playing the game beyond the 30-day free trial. Bauer and Shultz, a law firm located in Chula Vista, CA, are representing the plaintiffs.

To our knowledge, this is the first time a gaming company has been sued by consumers. Lawsuits have been filed against companies in the past, but only by shareholders, and not in regard to the claims or performance of a particular product. "It's unprecedented, but computer gaming is a billion dollar industry that is really failing into disfavor with a lot of consumers," says George Schultz, the attorney representing the plaintiffs.

Schultz, as well as being a lawyer, is an avid gamer. "I've been a gamer since *Pong*, and I probably buy 100 games a year," Schultz says. "I bought *Ultima Online* and participate in the newsgroups. There was a post going on about the legal effects, people saying someone ought to sue. I jumped in there and said, 'I'm a gamer, and a lawyer and someone who works in this area of law, and here's my humble opinion.'" Schultz says he was then contacted by five individuals who are named as plaintiffs in the suit, and things went forward from there.

Schultz stresses, however, that the game design of *Ultima Online* is not what's at issue. "We're not trying to tell anybody how to design a good game or a bad game. We're not getting into whether there should be player-killing or not. What it's about is holding Origin and EA to the promises they made on the box, in the advertising, and the manual. It's about the misrepresentations they've made. A big problem with the gaming industry is that they think there are some special rules that apply only to them."

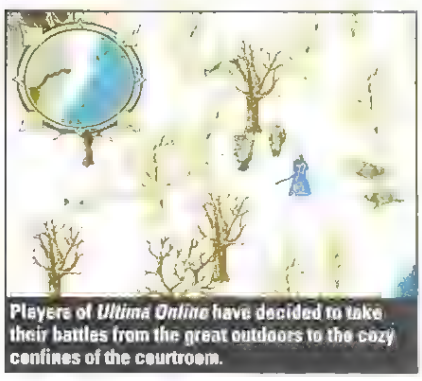
The promises that Schultz is referring to start with Origin's claim of the game being playable 24 hours a day, while constant server crashes prevent this from occurring. The plaintiffs allege that the promise of "real-time" play is rendered untrue by the severe lag that many users have experienced, sometimes causing significant delays. Origin has stated that these technical problems would be fixed, but many users say that the fixes have not gone far enough.

Further allegations: the packaging fails to comment on the $10 per month charge that must be paid once the 30-day free trial has expired, and the system requirements shown on the box are different from what is actually required to run the game. Another complaint is that Origin claimed that a credit card was not necessary to pay for the charges, when in fact it is. "Some huge problems exist, and if you don't disclose that, there's a word for that, and the word is fraud," says Schultz.

Steve Benson, one of the plaintiffs, says he got involved due to a growing frustration with *Ultima Online*, and also with Origin's explanations for the crashed servers. Benson and his friend Allan Bennett (also a plaintiff) both work for an Internet service provider (ISP) and determined that the problems they were encountering were not on their end. "They would give us the runaround in tech support," says Benson. "They were telling us it was our ISP's problem, not knowing we worked for an ISP. It was just a constant lie." They say it got to the point that when ever they would call Origin's tech support, they were disconnected. "They also promised us unlimited callbacks, but they didn't want to help us. They just said 'Why don't you return the game?'" But Benson doesn't want to stop playing, and, in fact, loves the game and plays a lot, even though many of his friends have quit.

The plaintiffs are not looking to make money on the suit, but would like to see Origin issue refunds, give some free time, and promise to deal with and fix the technical issues. It should also be noted that if the plaintiffs win the case, they are not given preferential treatment over anyone else. Anyone that purchased the product will be eligible for his or her own share of the award.

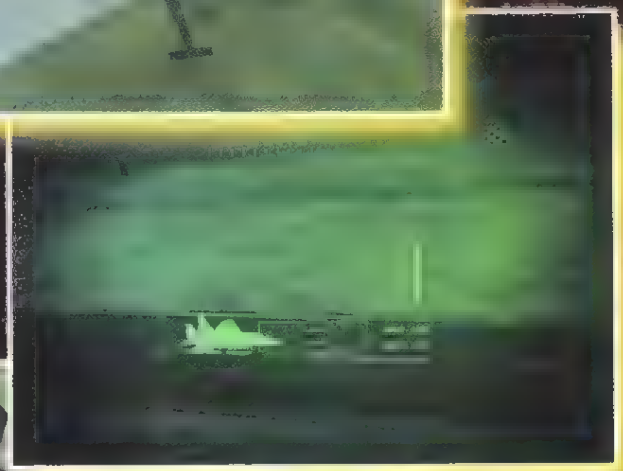
Origin made a statement on the matter, saying, "Origin cannot comment on any pending litigation. Even though portions of the complaint and accompanying commentary have been widely distributed on the Internet, neither EA nor Origin has been served or provided with a copy of any complaint by plaintiffs. While we are troubled by these tactics, we are confident that our customers and loyal fans will not draw hasty conclusions and will keep an open mind with respect to the facts."



Players of *Ultima Online* have decided to take their battles from the great outdoors to the cozy confines of the courtroom.

TEAM APACHE

HELICOPTER COMBAT



- Top-notch 3D graphics showcase cities, scorched terrain, real-time lighting effects, and the AH-64A Apache combat helicopter.
- Test your combat skills in two full campaigns and 18 stand alone missions; mission editor provided for extended gameplay.
- Interactive flight environment registers turbulence from explosions, blasts, and other aircraft - support for force feedback joysticks included!
- Manage your team of ace pilots! Options include skill ratings, fatigue and morale management, recruitment, and courts martial.
- Training mode with instructor feedback, adjustable difficulty settings, and easy/advanced flight models will get you in the air fast.
- Supports both head-to-head and cooperative multiplayer for dogfights over the internet, on a local network, or modem to modem against your buddy.

Armed to the teeth and dressed to kill!

SIMIS

RATING PE... RP CONTENT RATED BY ESRB

MINDSCAPE ENTERTAINMENT

Go to www.pcgamer.com/request Product #725

©1998 Simis Holdings Ltd. All rights reserved. Team Apache ... Simis Holding Ltd. used under license by Mindscape Inc.

www.teamapache.mindscape.com

From the Cockpit to the Command Center

MicroProse brings the BattleTech universe to real-time strategy gamers

MicroProse popped into the *PC Gamer* office this month to give us an updated look at a game that was lucky not to be included in our "Why Are We Waiting?" feature on delayed games this month (page 70) — but it should be worth the wait.

As first reported in last year's E3 round-up, *MechCommander* is a real-time strategy game, dealing with tactical combat and resource management. The player will assume the role of, fittingly enough, a Mech Commander, in control of a growing unit of MechWarriors. Your group is known as Zulu Company, and your goal is to retake the planet Port Arthur from the technologically superior Smoke Jaguar Clan. Those who keep up with the novels written about the BattleTech universe (there are more than 30), may recognize the story line from Michael A. Stackpole's *Grace Covenant* novel.

There will be 30 missions, broken up into five campaigns. These campaigns will flow naturally into one another, starting with establishing a beachhead, to liberating the captured towns and cities, to eventually overtaking the enemy's Star Base. You will have 18 Mech chassis to choose from, and as you gain prestige, you will have more Mechs under your command, starting with two and working your way up to as many as 12. Experienced pilots for your Mechs will be at a premium, so make sure that you command your units wisely, or you'll be looking at a squad of wet-nosed rookies behind the controls when you go on an important mission.

Multi-play will allow for as many as six players to battle it out via LAN. Modem play will also be supported. *MechCommander* should give BattleTech fans a new way to view the worlds they have come to know from the inside of a Mech, as well as introducing this universe to the legion of real-time strategy fans looking for a new challenge when it's released this summer — we hope.

Each Mech will have 100,000 frames of segmented and modular animation. This level of detail will make the differences between small, light Mechs and heavier, lumbering ones quite noticeable.

And the Codie Goes To...

The SPA announces its "winners"

The annual farce that is the Codie awards has rolled around once again. The Software Publishers Association (SPA) recently announced the winners of its 1998 Excellence in Software Awards (Codies).

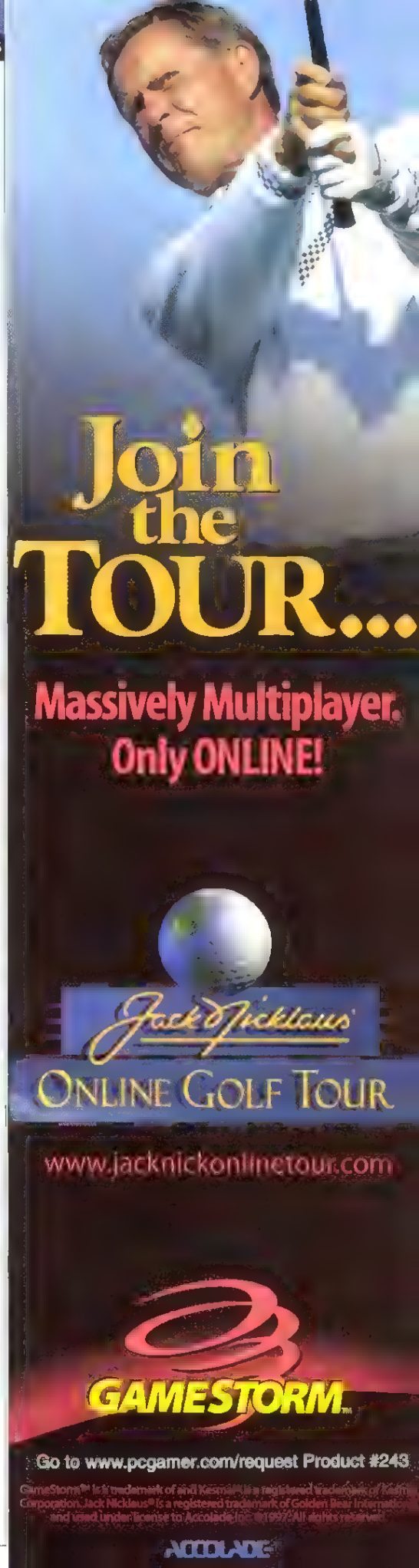
The SPA is an organization that represents software publishers. Membership requires annual dues based on the yearly revenues of the company, and any company, belonging to the organization or not, can nominate its product for consideration for a fee — $175 for SPA members and $300 for non-members.

The Codies are becoming renowned for being ludicrously out of touch with reality, and this year was no exception. First, the winners that made sense: *Links LS 1998* won the sports category, while *Red Alert* won the strategy category. *Diablo* was the best adventure/roleplaying game.

Here's where it starts to get stupid. The dull-as-dishwater *Riven* was named the best new consumer software title. If that was the year's best game, we're a magazine about cake decorating.

In the action category, the winner was Interplay's *Starfleet Academy* — yeah, right. The nominees included Disney's *Hercules Action Game* (oh dear), *Flight Unlimited II* (not even an action game), MGM's *Machine Hunter* (ahem), and Monolith's *Claw* (just plain bad). If you notice the lack of some big-name titles that should have been included in this category, you're not alone.

Scott Miller, president of Apogee, commented, "Last year, the Codie awards blew the same category by not having *Duke Nukem 3D* or *Quake* on the list. I said it then, and I'll say it now. The Codie Awards should be ignored. They are the worst awards in our industry, a sham and a shame." We couldn't have said it better ourselves.



UNDER CONSTRUCTION

Gunmetal

Mad Genius Software, a recently-formed development house consisting of members who have worked on such projects as *Aeon Flux*, *Reboot*, and *Babylon 5*, is working on *Gunmetal*, a 3D action game of armored combat set in the far future. This first-person shooter will feature vehicles that the player can customize with more than 25 weapons and vehicle systems. There will be a 25-mission campaign, along with secret levels and additional deathmatch levels. A two-player split screen mode is set to be included, as well as team play in deathmatches. *Gunmetal* is scheduled for an August release.

Many different locales and weather effects will be part of *Gunmetal's* 3D engine.

Newman/Haas Racing

The latest entry in the CART simulation race is *Newman/Haas Racing* from Psygnosis. Developed by Studio 33 (headed up by John White, the former director of software development for Psygnosis) in association with the famous Newman/Haas racing team, this sim will strive to deliver a realistic model of Indy Car racing as well as offering a more forgiving mode for rookies. This 3D accelerator-only title will support both D3D and 3Dfx Glide natively to keep the frame rate over 30 at 640X480 resolution. There will be 15 other real-world drivers joining top N/H driver Christian Fittipaldi. Eleven licensed tracks (including the yet-to-be-raced-on street circuit in Houston) as well as four hidden tracks should provide plenty of pavement to burn rubber on.

Continued on page 48

And Then There Was III

Can't wait for Trinity*?... You're in luck!*

Id Software, those game-engine gurus that have provided us with countless hours of mindless, frag-filled entertainment, have announced that *Quake III* will be its next project. Originally intended as an expansion pack for *Quake II*, the new game will expand its scope to include aspects that were to be the basis for *Trinity*, the project that everyone assumed would be the next big advancement in id's line of first-person shooters.

The main part of the *Trinity* code that will find its way to *Quake III* will be the graphics engine. What this means for gamers is that *Quake III* will require a 3D accelerator, and a very powerful one at that. In his recent .plan file, John Carmack says that the artwork is being produced in 24-bit color, and bumping the palette down to 16-bit will degrade the graphics some. More textures at higher resolutions will also call for an accelerator card that has more texture memory on board.

He goes on to say that fill rate requirements will be 50 percent higher, and that triangle rate requirements will at least be double those of *Quake II*. He also makes some guesses as to how the current crop of accelerator cards on the market will handle *Quake III*. Voodoo 1 cards will be a bit slow, but should run acceptably, although condensed textures will have to be used. Voodoo 2 should be optimal, especially when using a 12MB board so you can use the high-resolution textures. Permedia 2 will be slow and won't look very good because of the lack of a blending mode that *Quake III* will require. ATI Rage Pro chips have all the necessary features, but even in *Quake II*, are a bit slow in the frame rate department. Intel I740 should be a good choice, as it supports all of the features and can use the full resolution textures out of its AGP memory. Rendition 2100 should be on par with the Voodoo 1, and the 2200 part with 8MB should run the high resolution textures without a problem. Power VR PCX 2 has none of the blending modes needed, so it's not an option. The Riva 128 chips fast enough, but doesn't support an important feature. This can be compensated for, but it will be at the cost of speed and image quality. This board will probably be a bit faster than Voodoo 1.

Carmack didn't comment on unreleased cards, but states that the graphic engine is being designed to be scalable over the next few years, so as new cards hit the market, *Quake III* will be one of the few (or only) games to support the features found on these new accelerators. No release date has been set yet.

Kenny Lives!

Acclaim gets the rights for a South Park game

Comedy Central's immensely popular TV show *South Park* will be coming to your PC from Acclaim Entertainment. We hope Acclaim has learned from its past mistakes with licensed titles, and doesn't release some lame side-scroller that takes no advantage of the show's charm and personality (albeit a sometimes disgusting and repugnant one).

Kenny, Kyle, Cartman, and the rest of the gang have become cult figures, especially among the college crowd, drawing some three to five million viewers a week, according to Acclaim. The show is said to be the highest rated show on cable, and the lovable cast has even been featured in highbrow magazines such as *Newsweek*.

You'll get your chance to hang with the *South Park* crew in 1999.

Acclaim plans on getting the word out in a big way when the particulars of the game have been decided. Their strategy is to launch the game with a marketing blitz similar to those surrounding *Turok: Dinosaur Hunter* and *NFL Quarterback Club*. There will be a console version as well as a PC version when it's released sometime in 1999.

Mplayer reaches 500,000 members

Mplayer has announced that it is now 500,000 members strong. Its meteoric growth in the last six months from 200,000 to its current level can be attributed to word of mouth, the increase of people on the Internet, and the inclusion of Mplayer software on some additional 25 retail software games. The fact that most of the areas of Mplayer are free doesn't hurt either.

General manager Brian Apgar thinks that the service's classic card games, chat rooms, and voice communication is a draw for the more casual gamers. When asked about the breakdown between paying members and those using the free areas, Apgar declined to comment. He did say that the sign-up rate for the premium services is on the rise, but that Mplayer's focus for generating revenue comes from advertising.

Forget the box.

Forget limits. Forget small.

The future of games is *online*.

Massive. Random. Forever changing.

Populated by thousands.

Real people. Real battles. Real adventures.

This is GameStorm.

www.gamestorm.com

The best massively multiplayer games.

Virtually any networkable CD-ROM game.

Award-winning editorial content.

Thriving player communities.

All in one package, for one price. Unlimited play.

$9.95 monthly. First month FREE!

KESMAI

...r Warrior® III, Aliens Online™
...ek Nicklaus® Online Golf Tour,
...ltiPlayer BattleTech®, Legends
...Kesmai®, Starship Troopers™
...sino, card, and board games
...and more!

ENGAGE games online™

...Warcraft II™, Diablo™, Claw..., Virtual Pool™,
...Descent™, Splatterball™, Rolemaster
...Magestorm™, Darkness Falls™, Rolemaster
...The Bladelands™, Caesar's Palace™
...Chess Federation™, Improv™ Trivia
...Billboard Live™ Trivia... and more!

HEAT.NET

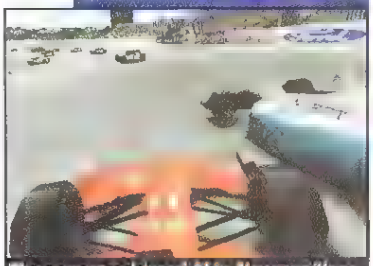
Featured games include:
...QUAKE™ II, NetFighter
...Hexen II™, Battlezone™, Tota
...Annihilation™, Mech Warrior
...WarCraft™ II, Postal™... and virtually
...any networkable CD-ROM game!

GAMESPOT

All the latest news, reviews,
...features, tips, downloads
...and more from the
...Internet site named
...Best Gaming Site
...Entertainment Weekly

Go to www.pcgamer.com/request Product #244

GameStorm™ is a trademark of and Kesmai® is a registered trademark of Kesmai Corporation. ENGAGE games online™ is a service mark of Games On-Line, Inc. All rights reserved. SegaSoft™, HEAT™ and HEAT.NET™ are trademarks of SegaSoft Networks, Inc. GameSpot™ is a trademark of GameSpot Inc. All other trademarks, registrations, and copyrights are properties of their respective holders.



The computer drivers' AI in *Newman/Haas Racing* will be based on real-world speed demons like Michael Andretti, Alex Zanardi, and Jimmy Vasser.

Full garage and pit-crew options will be included, as well as extensive commentary from ESPN's Bob Varsha and Danny Sullivan. *Newman/Haas Racing* will allow for as many as eight racers via LAN and should be available some time this summer.

Get Medieval

If you're old enough to remember popping countless quarters into the *Gauntlet* machine at your local arcade, you'll be interested in Monolith Productions' next self-published game, *Get Medieval*. Choose one of four classic character archetypes and roam 50 levels, hashing more than 20 different creatures as you strive to collect treasure and artifacts. Along with a dungeon editor that will be available at Monolith's web site, *Get Medieval* will include a Random Dungeon Generator, ensuring unlimited replayability. As many as four players will be able to relive the old days on one machine, over the Internet, or via a LAN. Modem play will also be included. *Get Medieval* is scheduled for release in August and will be available directly from Monolith Productions' web site at *www.lith.com*.

The top-down, 3D-rendered graphics in *Get Medieval* will be in 16-bit color at a resolution of 640x480.

Continued on page 48a

Comings and Goings

All the latest moves from the gaming industry merry-go-round

LucasArts

The big story this month is the further defection from LucasArts of the *Jedi Knight* team. Last month, we reported that project leader Justin Chin had decided to leave to pursue other interests, and that lead programmer Ray Gresko left to start his own development company, Nihilistic Software. We've since learned that several more people have flown the coop, among them Ingar Shu, the lead level designer, and Che-Yuan Wang, one of the programmers. Wang will be joining Justin Chin (see the sidebar for our interview) as they attempt to get their new startup company called Infinite Machine off the ground. The two are talking to a number of publishers, looking to get the funding to go ahead and put together a team for their next game.

As verified by LucasArts, Shu will join Ray Gresko at Nihilistic Software. We recently learned that Nihilistic has been signed to a three product deal with Activision, and its first game will be a 3D RPG scheduled for a Fall 1999 release. In his job as lead level designer for *Jedi Knight*, Shu was in charge of a team of 15 that created and fine-tuned the levels for the game. LucasArts indicated that while they were sorry to see Shu leave, they are not particularly alarmed by the recent departures. "The *Jedi Knight* team was going to break up anyway," a spokesperson from LucasArts told us. "Any time a project ends, the teams are always broken up and go to work on various projects. Ingar's departure came as a surprise, but we're a company of 300. Obviously, we have a very strong group of people here."

The spokesperson also said, "There is precedent for people to leave the company and continue to work with us, if they want to." This statement was in reference to former LucasArts employee Lawrence Holland, who left to form his own company, Totally Games, and went with LucasArts as his publisher. The spokesperson, however, made it clear that it was much too early to speculate on whether Nihilistic will work with LucasArts.

One of the rumors floating around is that Nihilistic will hook up with Mike Wilson's Gathering of Developers. We asked Wilson if his company was talking with Nihilistic, but he had no comment on the subject. Which brings us to....

G.O.D.

The sixth founding partner of G.O.D. will be Rob Cohen's newly founded company Edge of Reality. Cohen was the lead programmer on *Turok*, *Dinosaur Hunter* and created the 3D engine for *NFL Quarterback Club '98* for Acclaim's Iguana Studios group. Edge of Reality represents G.O.D.'s first push into the console market.

MicroProse

MicroProse has announced that long-time computer and gaming industry veteran, Joe Ybarra, has been appointed to head up its Austin, Texas, development studio.

Ybarra started in the industry back in 1980, as a product manager with Apple. In 1982, he helped co-found Electronic Arts, serving as a vice president and manager of the interactive stores division for seven years. After a short stint at Infocom, and a few years of running his own company, he joined The 3DO Company as a vice president and executive producer in charge of entertainment software. Before making the move to MicroProse, he was with Nolan Bushnell's Playnet Technologies. Ybarra's new duties will be overseeing several teams working on game projects, including the *Guardians: Agents of Justice* team and the *Civilization* group.

Cavedog

The designer and project leader of *Total Annihilation*, Chris Taylor, has left Cavedog Entertainment to "pursue other opportunities." Prior to working with Cavedog, Taylor's projects included *HardBall II*, *Triple Play Baseball*, and *4D Sports Boxing*. Cavedog was up front with its fans about Taylor's departure, posting the announcement on the front page of its web site, and made no effort to downplay his contributions as one of the driving forces behind the title.

Continued on page 48a:
See Comings and Goings

Continued from page 48

Swords and Sorcery: Come Devils, Come Darkness

Virgin Interactive's upcoming RPG, *Swords and Sorcery: Come Devils, Come Darkness*, will feature a choice between turn-based or real-time combat. The fantasy medieval setting of *S&S* has players on a quest to find the legendary Mavin Sword, in order to eventually confront and defeat the Lord of Death. The single-player game will allow for a party of as many as six characters, with the choice of first or third-person view for each. Multi-player over a LAN or via the Internet will allow for cooperative or competitive play for as many as six players. Players will be able to maintain a single character through both single and multi-player modes, retaining items and improvements gained in each. *S&S* is scheduled for release in October.

You'll need your full retinue of six characters when you have to face creatures like this in *Swords and Sorcery*.

Esoteria

This third-person action adventure, being developed by Mobeus Designs and published by Bandai Digital Entertainment, will let players explore a futuristic city and its surrounding areas in search of adventure. Taking on the persona of Raven, you must use stealth, speed, and smarts (not to mention some big guns) to complete your missions. Along with the non-linear set of single-player missions, *Esoteria* will let as many as 16 players battle it out over the Internet or via a LAN. 3D accelerator cards will be supported, although not required, and you should be able to get your hands on a copy sometime this summer.

PCG

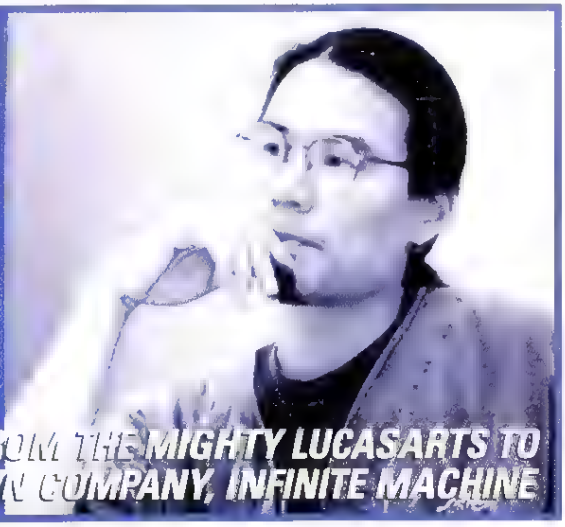
Comings and Goings [CONTINUED FROM PAGE 48]

PGL

Our very own Dennis "Thresh" Fong has stepped down from his post on at Gamers Extreme, a company he helped found, in order to squelch any rumors that he's being given favorable treatment in the Professional Gamers League (PGL). Gamers Extreme is involved in helping to administer the PGL competition, and some were questioning if there may have been a conflict of interest with Fong's participation in the PGL.

"The PGL has never shown undue favoritism to Thresh, but we understand that some members of the gaming and journalistic communities were concerned about the potential for some conflict of interest, given Thresh's prior status as a part owner of Gamers Extreme," said Joe Perez, manager of league operations for the PGL. Gamers Extreme also issued an announcement confirming Fong's stepping down, and his renouncing of shares he held in the company.

Justin Chin's Next Step



FROM THE MIGHTY LUCASARTS TO RUNNING HIS OWN COMPANY, INFINITE MACHINE

Justin Chin and Che Yuan Wang have departed LucasArts to found their own startup development house called Infinite Machine. Justin was kind enough to fill us in on what the plan is for his new team.

When asked what kind of game he's working on, he described it as an action 3D game, designed for the PC, but with an eye toward porting it to other systems. "It's really something that's hard to describe," he says. "There's nothing out there right now that's like it. Our goal is that we're pushing to do the best game of 1999 or 2000."

> "Our goal is that we're pushing to do the best game of 1999 or 2000."
> — Chin

Since they are still in the early stages of negotiating with publishers, that's all he could tell us because details have to be kept under wraps. We asked him if he had any plans for working with LucasArts. "Unfortunately, LucasArts owns everything when you work with them," he told us. "They own all the rights to your creative and intellectual property, and we're not looking for that kind of deal."

We then asked if he felt intimidated by having to live up to the success of *Jedi Knight*, and if he was worried about not having the gaming industry's most consistently popular license to fall back on anymore. "I don't really feel that pressure," said Chin. "I'm very confident in what we're doing in our designs. I've been working on original properties for quite a long time, before *Dark Forces* and *Jedi Knight*, and I've been itching to do this new project. The Star Wars license always made it a lot easier, but I didn't use it as a crutch."

We wondered, with Ray Gresko starting up *his* own company, why didn't they all get together and make one big happy family? "We have different ideas," said Chin. "His company is doing some different types of stuff. He's a project leader type person, and there's not a lot of room for a startup to have two project leaders, especially when we're only doing one project."

So, with the prestige of LucasArts, and so many people fighting to get *in* to work with the company, why did Chin decide to leave? "It was the right time to do it," he says. "If I was going to work on another Star Wars project, I might have stayed, but going out on our own was probably the best way to create our own franchises." Chin went on to say that the split from LucasArts was painless and that none of the "horror stories" he had heard from other developers occurred. "It was very easy, very quick," he said. "No hassle at all and very uneventful."

When asked whether his and the other departures would have a negative effect on LucasArts, Chin didn't care to speculate. "I guess time will tell. I'm not such an ego to say that they're going to be hurting because I left. They probably have the most creative talent in the industry. That's why I went there, and that's why I stayed there."

TRANSMISSION COMPLETE

6597 4033 /HP

LIMIT

AD 1 OF

Edi 13

Sabre

The only line between good and evil
is the yellow one
running down your back.

1001011010

11

11011

101

11101010

ENTER NAME: CLOUD

1100101101

SHINRA CORP
EIDOS
INTERACTIVE
SQUARESOFT
FINAL FANTASY VII
Now for the PC.

CONTINUE

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

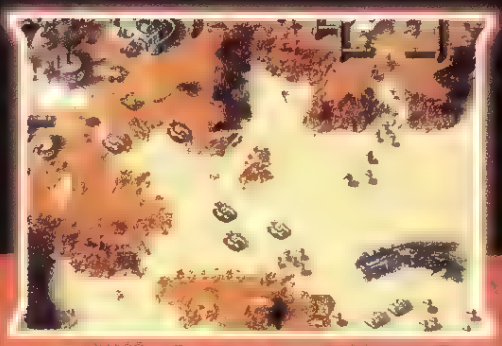
No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

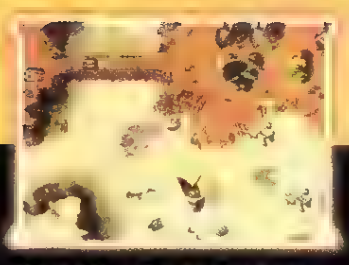
Thank you!

THIS IS A FILLER PAGE TO MAKE 2-PAGE BOOK VIEW ALIGN PROPERLY.
YOU MAY CONTINUE.

Remastered for the new millenium the classic Dune II returns



DUNE 2000



NEW HIGH COLOR GRAPHICS IN 8 AND 16 BIT.

CHALLENGE YOUR FRIENDS TO MULTIPLAY.

Your Challenge Is To Seize Control Of Dune.

Lead one of three houses – the noble Atreides, the ruthless Harkonnen, or the insidious Ordos – with gallant leadership, cunning tactics, and military prowess to win the Emperor's challenge. Only one house will prevail to claim the planet Dune and its precious resource, the Spice Melange.

Real Time Strategy Created for the Faithful...

Coming Soon To Retailers Everywhere Or Call 1-800-874-4607

Westwood

www.westwood.com

DUNE™ and ©1998 Dino De Laurentiis Corporation. Licensed by Universal Studios Licensing, Inc. ©1998 Westwood Studios, Inc. All rights reserved.

Product Information Number 360

News Briefs

Might and Magic to Remain Solo

Although it was never officially announced, there was talk that New World Computing and The 3DO Company were going to bring the *Might and Magic* universe to the Internet, similar to *Ultima Online*. Well, no official announcement will be forthcoming, as the companies have decided to shelve the project. 3DO currently has a persistent world online with *Meridian 59*, which is actually a money-maker for the company. The *Might and Magic* series will continue in its single-player form, with work continuing on *Might and Magic VI* (which could be out by the time you're reading this), and the seventh installment already planned.

OT Sports Reforms, Renames

BreakAway Games will be the new name of OT Sports. Doug Whatley, the former leader at OT, will head up BreakAway Games, a group of about 15 people made up of former OT team members. The new company will be an independent developer, emphasizing on racing and football titles, and they are currently talking with a number of publishers. OT Sports was originally a joint venture between ABC and MicroProse, but ABC eventually bought out MicroProse's share. ABC then merged with Disney, and OT became part of Disney Interactive. Since Disney Interactive only did educational titles, OT was out of luck, and was forced to go it alone.

Interplay's New Action Division

Adding to VR Sports and Dragonplay (the RPG label), Interplay is launching a new label focusing on action titles, called Tantrum. Alan Pavlish is heading up the group, which has already released its debut title *Die by the Sword*. You can read our review on page 84.

EA Hits the Mat with the WCW License

After THQ dropped the WCW license, Electronic Arts swooped in like a vulture to acquire it, signing up for a five-year deal. The first wrestling game from EA is scheduled for a mid-1999 release. No financial terms of the deal were disclosed, but the license includes the rights to use the names and likenesses of fan favorites like Hulk Hogan, Randy Savage, and various members of the New World Order.

Sony Goes Online

Sony has started a new division that will focus on online games and Internet game shows. Sony's web site, The Station, currently carries online versions of *Jeopardy* and *Wheel of Fortune*, and is the leading entertainment site on the 'net, according to Internet auditor Media Matrix. Sony said that it recently topped the figure of more than a million registered users, which puts it up with Microsoft's Internet Gaming Zone and Blizzard's battle.net as category leaders. Sony plans to roll out multi-player, tournament versions of *Jeopardy* and *Wheel of Fortune* later this year, as well as an online version of *The Dating Game*.

Titanic Vet on *Wing Commander* Film

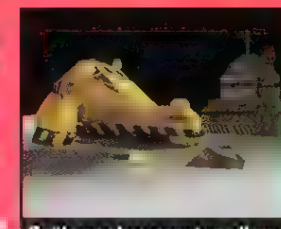
Joining the *Wing Commander* movie team is Peter Lamont, who won an Academy Award for his art direction on the film *Titanic*. Lamont joins the staff as a production designer, and he will work on the creation of a "retro-future" world for the film, including the hangar deck of a starfighter carrier and some of the alien sets and environments. *Wing Commander* is currently in production in Luxembourg. Veteran game maker Chris Roberts heads up the project as the film's director.

Hasbro Buys Atari Properties

The classic Atari game properties *Centipede*, *Missile Command*, *Tempest*, and the like have changed hands once again as Hasbro Interactive has acquired the copyrights, trademarks, patents, and other intellectual property associated with Atari from the JTS Corporation. The Atari properties and assets sold include more than 75 game properties. Terms of the deal were not disclosed. The first Atari game Hasbro will re-release (dust off that trackball) is *Centipede*, due out this fall for the PlayStation and PC. Let's hope it's better than *Frogger*.

The PC Gamer Playlist

What's hot at the magazine's offices this month.



***Battlezone* has swept us all up in a euphoria for the past, but Gary has, like usual, taken things just a teeny bit too far.**

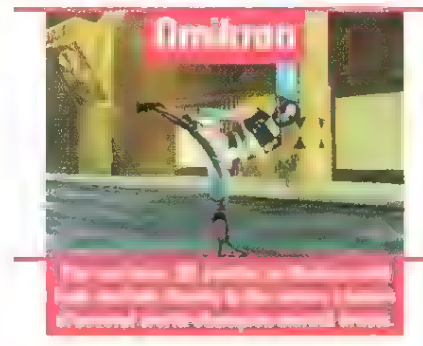
1.	*Everybody*
2.	*Everybody*
3.	*Dan*
4.	*the Mikes*
5.	*Everybody*
6.	*Billy, Jason*
7.	*Rob, Dean*
8.	*Todd, Joel*
9.	*Dan, Todd*
10.	*Gary, Rob, Q!*

Eidos

Continued from page 40

polygonal graphics will be enhanced by Direct3D, allowing for every 3D accelerator to work with *Revenant* (although it won't be required) when the game is released in the third quarter.

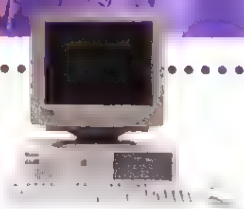
Finally, you can enter the parallel universe of Phaenon to face the thousand-year-old Prince of Demons, Astaroth, in *Omikron*, a new third-person action/adventure. The game will feature fully motion-captured characters, right down to the facial expressions. Several world-champion martial artists were brought in to supply the character movements. The city will be filled with passers-by and vehicles, and the player will have the ability to move into the body of the last character they touched before dying, a process the developers are calling "virtual reincarnation". Direct3D will be the API of choice for supporting 3D accelerators, and the word is that as many as 100 players will be able to have at it at once. *Omikron* is yet another title to watch for from Eidos when it's released this Christmas.



To win, you've gotta pay the price. Lucky for you, it just became more affordable.

Let the games begin.

The high cost of winning has just taken a lethal hit. Because Wal-Mart's newly upgraded and expanded computer software department has stocked its shelves with all the latest and hottest games at every day low prices. You'll have no problem finding all the action, combat, and sports software you can handle. So come check us out, and see for yourself how affordable the cost of winning has become.



WAL★MART

ALWAYS LOW PRICES ALWAYS WAL MART

Always

WAL MART

http://www.wal-mart.com

Product Information Number 376

Published by

Developed by

Distributed by

Quake II Mission Pack: The Reckoning™ ©1998 id Software, Inc. All rights reserved. Developed by Xatrix, Inc., for id Software, Inc. Distributed by Activision, Inc., under license. QUAKE® is a registered trademark of id Software, Inc. Quake II Mission Pack: The Reckoning™, Quake II™, the id Software™ name, the Q II™ logo and the id™ logo are trademarks of id Software, Inc. Activision® is a registered trademark of Activision, Inc. Xatrix® is a registered trademark of Xatrix, Inc. All other trademarks and trade names are the properties of their respective owners.

YOUR FRIENDS AND RELATIVES WILL THINK YOU DIED

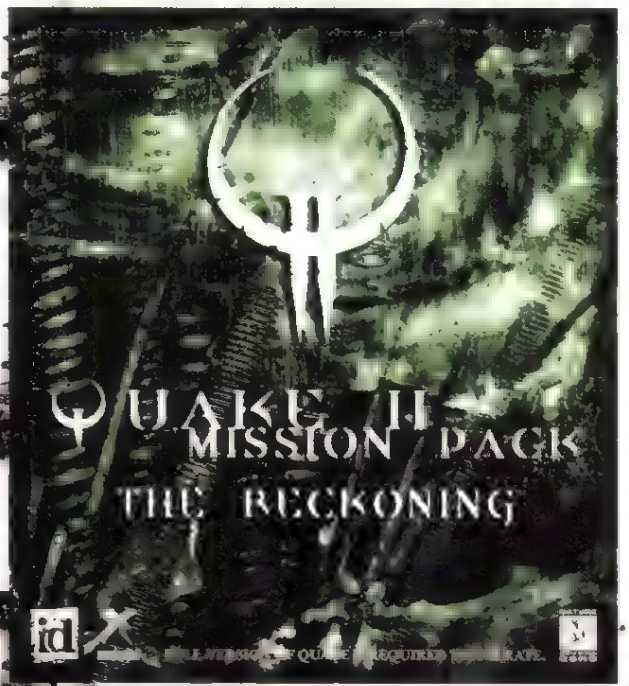
the Quake II Mission Pack: The Reckoning
15 never-before-seen levels to scour. added weapons to wield
and fresh foes to defeat
you won't want to be disturbed by anything else.

experience bioluminescent life forms, stalagmites and stalactites and other breathtaking environments.

virtually undetectable, *gekks* are lightning-fast creatures that will hunt you down, leaping from the shadows to claw or bite. even their acidic blood is deadly.

the *trap* sucks nearby enemies inside and turns them into food cubes for player consumption.

BE THEY COULD BE RIGHT.



AN OFFICIAL, id AUTHORIZED QUAKE II™ MISSION PACK.

Go to www.pcgamer.com/request Product #007

MAX 2

MECHANIZED ASSAULT & EXPLORATION™

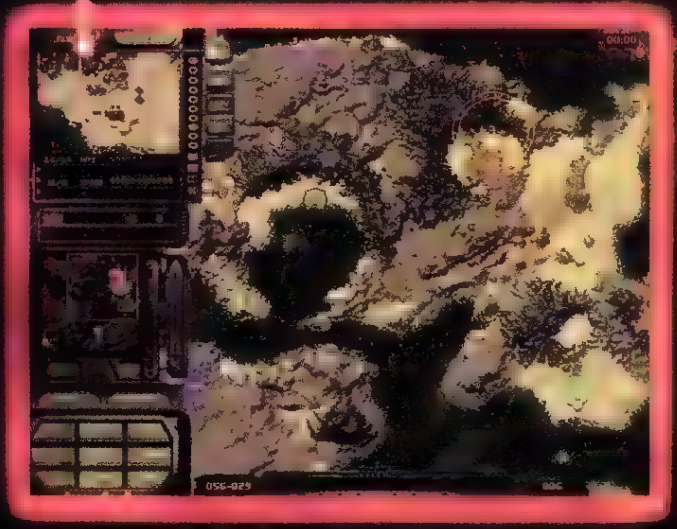
ALIEN UNITS REGENERATE AND IMPROVE WITH EXPERIENCE

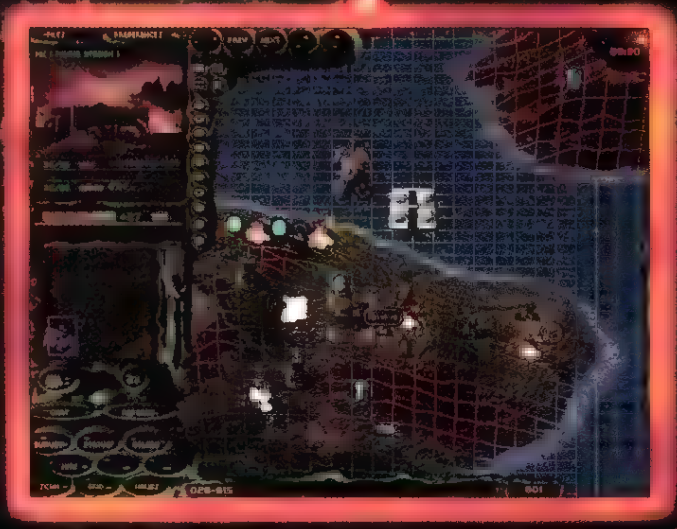
UNLIMITED WAYPOINT SETTINGS FOR SNEAK ATTACK

UNIQUE TERRAIN ROTATES FROM TOP-DOWN TO 60 DEGREES

SIMULTANEOUSLY VIEW UP TO 8 AREAS WITH THE [illegible] CAM

ADVANCED UNIT SPECIFIC COMMANDS





©1998 Interplay Productions. All rights reserved. MAX 2 Mechwarrior Assault 2: Exploration and Interplay are trademarks of Interplay Productions. All rights reserved. All other copyrights and trademarks are property of their respective owners.

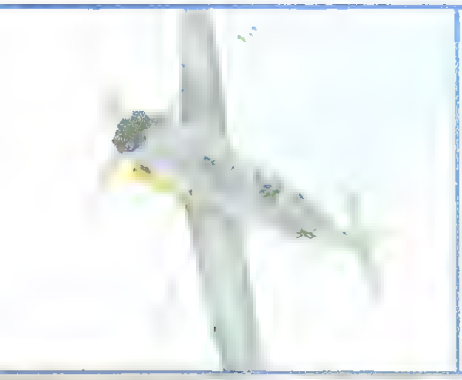
Go to www.pcgamer.com/request Product #334

FIGHTER LEGENDS: EUROPE 1944 / [illegible]

WORLD WAR 2.0

JANE'S, THE CREATORS OF *U.S. NAVY FIGHTERS* AND *ADVANCED TACTICAL FIGHTERS*, TAKE A STUNNING TIME-TRIP BACK TO 1944 FOR SOME GOOD OLD-FASHIONED DOGFIGHTING.

BY DAN BENNETT



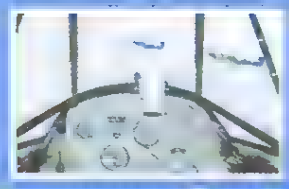
WORLD WAR TOO

MORE AIRBORNE ACTION FROM TOP DEVELOPERS

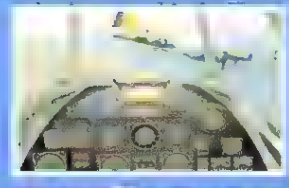
EUROPEAN AIR WAR / [illegible]

FIGHTER DUEL 2.0 / [illegible]

FIGHTER SQUADRON: SCREAMIN' DEMONS OVER EUROPE / [illegible]



MICROSOFT COMBAT FLIGHT SIMULATOR / [illegible]



WINGS OF DESTINY / [illegible]

WORLD WAR TOO

MicroProse says *European Air War* is finally nearing completion — we hope so!

EUROPEAN AIR WAR

In the *PC Gamer* offices, it's generally acknowledged that *Chuck Yeager Air Combat* is one of the finest flight sims ever created. Never mind that it's several years old, never mind that the whole sim fits on a single 3.5" floppy disc. For straightforward dogfighting satisfaction and sheer gameplay, it's tough to beat.

Paul Grace and his team at the San Mateo, CA, division of Jane's Combat Simulations feel the same sentimental attachment to *Chuck Yeager Air Combat*. Sure, it was Grace's baby, but anyone who's played that sim will tell you he's got a right to be proud. And he says that's why his team's next project is in many ways a return to the values that made *Yeager* great.

"I think there's a huge bunch of people in our company, and maybe in the community at large, who felt that the best flight sim of all time was *Chuck Yeager's Air Combat*," Grace says. "So we said, 'Let's do that game.'"

The result is Jane's *Fighter Legends: Europe 1944*, a World War Two air combat simulation designed to put PC fighter jocks back in the skies over Western Europe for some old-fashioned, seat-of-the-pants gunfights.

Of course, there was also the simple fact that the team's previous sims didn't leave them many other places to go.

"We thought we'd done all we could with the modern aircraft," says Steve Matulak, *Fighter Legends*' producer. And that's got to be very close to the truth; between *U.S. Navy Fighters*, *Marine Fighters*, *Advanced Tactical Fighters*, and their various spin-offs, the team has covered practically every modern jet worth flying — including some experimental planes that still aren't flying today. Revisiting the past was a natural next step, and *Yeager* showed how well that could be done.

And that's pretty much where the similarities to *Yeager* end. *Fighter Legends* is being built on an entirely new game engine, and it may well set new standards for graphic quality, historical accuracy, realism, and depth of gameplay.

That may come as a pleasant surprise to gamers who had begun to wonder when Grace and Co. would let go of the venerable engine used in *USNF*, *ATF*, and the others. But Grace admits that engine, which dates back to 1994 and shares code with still older sims like *LHX* and *Yeager*, was getting long in the tooth.

"It has little chunks of code going back to *Deluxe Paint*," Grace says.

Still, when *U.S. Navy Fighters* was first released, it was a little ahead of the hardware curve. In a day when Pentium chips were still fairly uncommon in gamers' PCs, *USNF* had resolution and detail options that gave the fastest machines available a real workout. It was one of the first air combat sims to offer resolutions above the then-standard 320x200. In fact, it could go as high as 1024x768, and with its texture-mapped

DESTROY MORE.

DISMEMBER MORE.

DISEMBOWEL MORE.

Screenshots of Shadow Warrior™ courtesy of 3D Realms™ Entertainment.

Monster 3D II

Now More Than 3 Times Faster

Want a killer experience? Just check out Diamond's new Monster 3D II. It's the fastest 3Dfx Voodoo² graphics weapon ever. Monster 3D II gives you more speed, more action, and more gaming power!

FASTEST VOODOO² ACTION!

Monster 3D II features:

- Screaming performance at over 60 frames per second (fps)
- Advanced **MEGAMonster**™ dual card feature for over 100 fps at 1024 x 768 gaming
- Glide (Voodoo, Voodoo²), Direct3D, and MiniGL acceleration
- Superior resolution support at 800 x 600 with Z-buffer
- 8MB and 12MB configurations

DIAMOND MULTIMEDIA

Accelerate your world.

LIMITED TIME OFFER FOR MONSTER 3D OWNERS
Get a $50 Upgrade Rebate when you buy Monster 3D II.
See retail box or diamond website for details of the mail in offer

Product Information Number 122

MONSTROUS GAMING BUNDLE

- Special Edition Star Wars™ Game Pack from LucasArts™
- Heavy Gear™ by Activision™ Full Version
- TombRaider II™ by Eidos Interactive™: Special Edition
- Plus 3D Game Demos: Final Fantasy,™ Daikatana,™ Need For Speed II™ SE, and more

DIAMOND UNDERGROUND
http://www.diamondmm.com/underground

Enter the Monster 3D II Sweepstakes by visiting our website at http://www.diamondmm.com/monster3D2

© 1998 Diamond Multimedia Systems, Inc. All rights reserved. Shadow Warrior © 1998 3D Realms Entertainment. Diamond and the Diamond logo are registered trademarks of Diamond Multimedia Systems, Inc. Monster 3D is a trademark of Diamond Multimedia Systems, Inc. All other trademarks are the property of their respective owners.

She's Wicked With a Whip...

Are You?

BATTLE ARENA TOSHINDEN 2

Name: Sofia
Occupation: Fighter
Height: 5' 7"
Weight: 110 lbs.
Age: 25
Weapon of Choice: Whip

Whip it good! Authentic Arcade Action comes to your PC with BATTLE ARENA TOSHINDEN 2, the first release in Fujitsu Interactive's MASTERS OF THE ARCADE series. You can gouge with your gamepad, kick with your keyboard and joust with your joystick as this hit arcade 3D fighter explodes onto your PC!

- MMX and 3D Card Support (3D card highly recommended)!
- Awesome Tournament Style Fighting Game with True 360 Arena Rotation!

TEEN T AGES 13+ CONTENT RATED BY ESRB

LOOK FOR THESE OTHER MASTERS OF THE ARCADE GAMES FROM FUJITSU INTERACTIVE: SAVE YOUR PROOF OF PURCHASE SEAL FOR SPECIAL OFFERS!

WWW.ARCADEMASTER.COM

To Order & for Customer Service Call 1 888-99-A-LIFE

Free E-mail at www.arcademaster.com

PC CD-ROM Windows'95

SideWinder Compatible
For details check the package for system compatibility

FUJITSU

Fujitsu Interactive, 128 Spear Street, San Francisco, CA 94105-1503

© Takara Co., Ltd., 1996 all rights reserved. Programmed © Tamsoft 1996. Distributed by Fujitsu Interactive, Inc. Fujitsu and the Fujitsu logos are registered trademarks of Fujitsu Limited. The Masters of the Arcade logo is a trademark of Fujitsu Interactive, Inc. Windows® 95 and Sidewinder® DirectDraw® and DirectSound® are registered trademarks of Microsoft Corporation. MMX and Pentium are registered trademarks of Intel Corporation. Puzzle Bobble 2x and Darius Gaiden are registered trademarks of ©Taito Corp. Fatal Fury 3 is a registered trademark of ©SNK Corp. All other trademarks mentioned herein are the property of their respective owners.

GAMEBANK

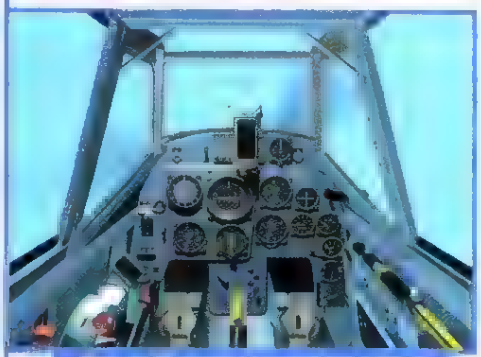
Go to www.pcgamer.com/request Product #203

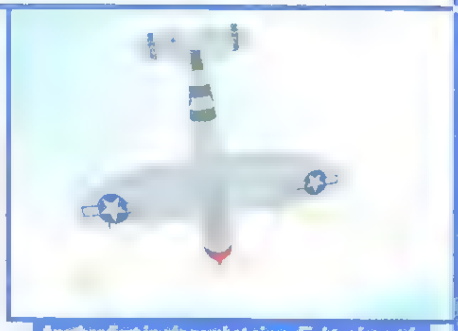
planes and terrain cranked to maximum detail, it was a real hardware hog. Even a 90MHz Pentium — still a very hot machine in late 1994 — had trouble with *USNF* at those settings.

But the point behind the *USNF* engine wasn't to tick off air combat fans who'd just invested in a fast 486; it was to create a code base that would be capable of taking advantage of the power of new processors for years to come — which is why *ATF* looked pretty darn good alongside its contemporaries in 1996, despite being built on a two-year-old engine.

There's a similar idea at work behind the *Fighter Legends* engine, Grace says; it's entirely new, but it's designed to have a long life.

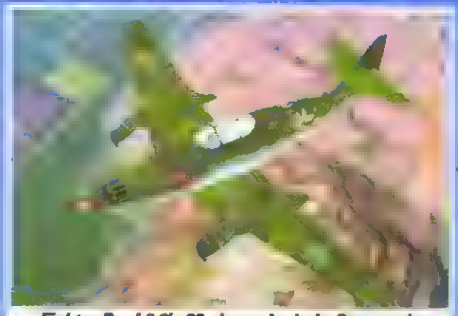
"Probably not as long as the last one did, owing to customers getting ready to kill us," Grace jokes. "But that's the advantage of aiming an engine slightly beyond any that exists — as machines get better, you still have a serviceable product."





So *Fighter Legends* is designed to run well and look great on today's average gaming machine. The team's goal is to let gamers with any reasonably fast PC run at 640x480 resolution and see most of the visual thrills the game has to offer, including high-res 3D cockpits with working instruments, gorgeous texture-mapped terrain, real-time lighting, and external views so detailed that you can actually see pilots' heads turn to track targets. Add a 3Dfx-based accelerator, and you'll get the usual hardware-only effects like transparent clouds, fire, and smoke.

On the other hand, the sim is also capable of taking advantage of a truly insane PC with the latest hardware. During a visit to the offices of the *Fighter Legends* team, we saw the game running on a 333MHz Pentium II with *two* 3D accelerators based on 3Dfx's cutting-edge Voodoo 2 chipset. With that kind of horsepower, the sim ran at a resolution of 920x768 and featured



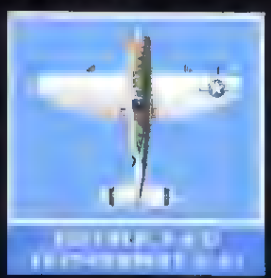
***Fighter Duel 2.0*'s 30 planes include Germany's Me 262, the first jet-powered fighter.**

FIGHTER DUEL 2.0

Like its predecessor, *Fighter Duel 2.0* focuses on hard-core, head-to-head dogfighting.

FIGHTERS IN THE AIR

***FIGHTER LEGENDS*' SEVEN FLYABLE PLANES REPRESENT A GOOD MIX OF AIR POWER IN THE LAST DAYS OF WWII.**

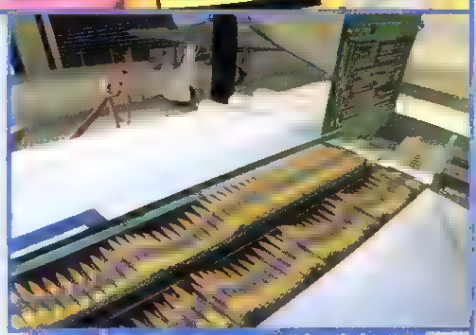


Fighter Squadron: Screamin' Demons Over Europe

Activision's *Fighter Squadron* promises pretty graphics and some insanely detailed flight models.

Microsoft Combat Flight Simulator

The Jane's Museum



some beautiful effects like transparent 3D clouds — we're talking fluffy, individual clouds in addition to the usual cloud layer. At that resolution and that level of detail, *Fighter Legends* looks quite a bit like what would've been a very respectable pre-rendered cut-scene just a couple of years ago. We may reach the turn of the century before the average gamer has anything like P333 system on his desk at home — but when it does become the standard, Grace says *Fighter Legends* (and any future games based on the engine) will be able to take full advantage of it.

We could write prose poems about the graphics in *Fighter Legends*, but the screen shots tend to speak for themselves. And great visuals don't make a great game — that's truer today than it's ever been. But *Fighter Legends* is about more than eye candy. One criticism leveled at *U.S. Navy Fighters* and its progeny was that those games fell a little short in the realism department — the avionics and flight models in those games weren't exactly authentic, and while they were a lot of fun, few sim fans mistook them for detailed simulations.

Fortunately, it doesn't look like that will be a fault of *Fighter Legends*. Brian Morgan, the game's flight-model and AI engineer, is working hard to make sure each of the game's 13 planes (which include seven flyable fighters) will have its own authentic characteristics.

"Each one of them is unique," Morgan says. "Each one has its own weird little quirks."

Flight models will be very detailed, going as far as to take into account battle damage and even a plane's reduced weight as fuel, bombs, and bullets are expended. Drop a bomb from one wing, and you'll feel the effects of drag created by the bomb remaining on the opposite wing. Throttle up to join a battle, and you'll need to make adjustments as your plane's lift characteristics change.

"Modern jets have fairly automated systems — automatic trim and things like that — but in these old planes, trim is a significant issue; as planes go faster, the center of lift moves toward the back," Grace says. "[*Fighter Legends*] is much more like flying a plane than any of the other sims that are out there, with very few exceptions," Grace says.

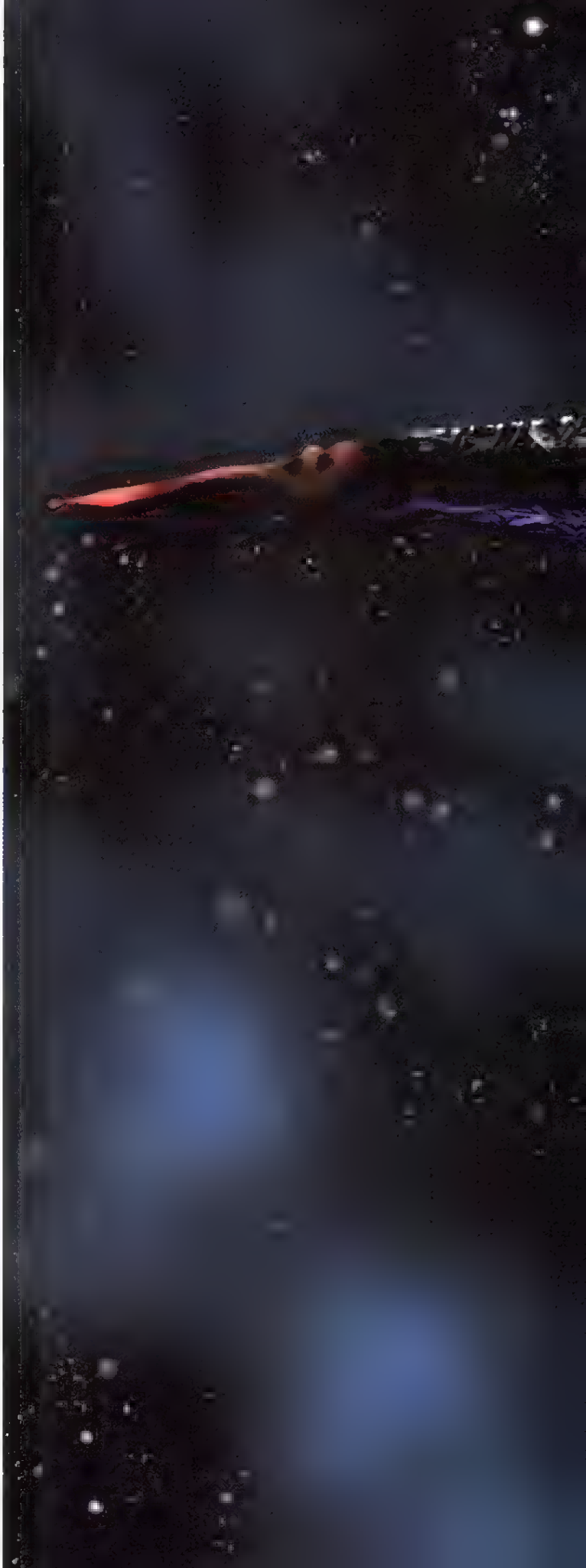
Damage will be modeled more realistically, too, going far beyond the old-fashioned ten-hits-and-you're-dead concept. Morgan says the sim will track the exact location where each bullet hits your plane, then decide which of your systems might be damaged by it. Hits will show up visually, too, so as your plane (or, preferably, the enemy's) is torn up by bullets, you'll be able to see the results in graphic detail.

"The new model is going to be far less predictable," Grace says. "It's not so much a boardgame as it is a simulation. There's nothing more fun for me than accomplishing the mission and bringing back a wounded aircraft that didn't want to behave correctly."

THE CREATORS OF

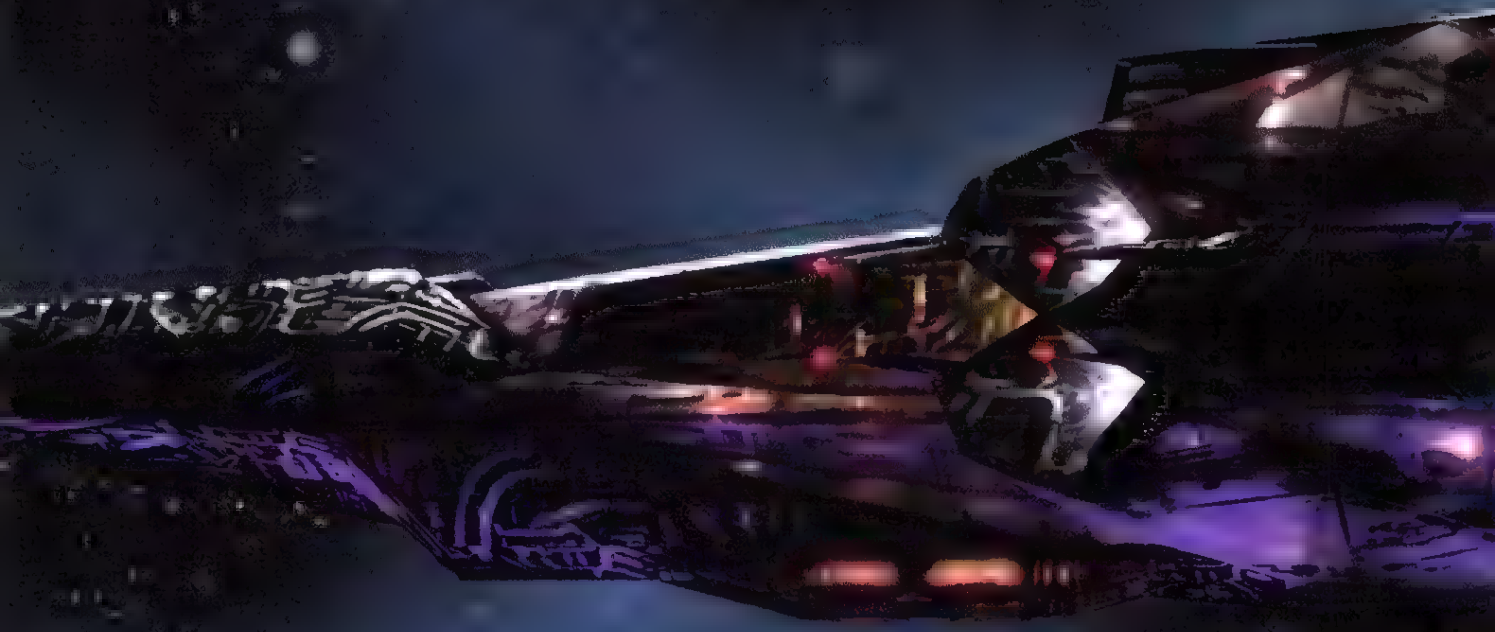
DESCENT™

TAKE YOU OUT OF THE TUNNELS AND INTO THE VAST WONDERS OF SPACE.



..AND WHEN WE SAY

V A S T



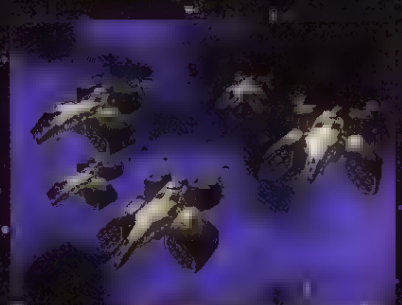
YOU ARE HERE

(Yes. The massive capital ship is [illegible]
And yes, all ships are to scale.)

Over 40 jaw-dropping real-time ships with dynamic lighting, stunning effects, animation and unprecedented levels of realism and detail.

Command intelligent squadmates, ordered on to 12 wingmen and request reinforcements for unbelievably intense dogfights.

3 unique species, each with their own strengths, weaknesses, tactics, ships and fighting characteristics.



WE MEAN

V A S T

DESCENT

FREESPACE

THE GREAT WAR

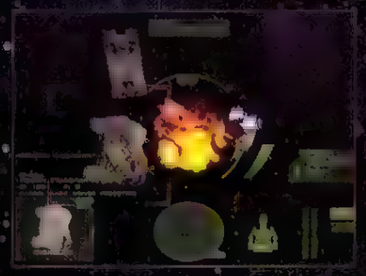
GAMEPLAY AS BIG AS THE CAPITAL SHIPS

COMING SPRING '98

Engage in space combat against massive capital ships and destroyers of awesome size and detail.

Advanced artificial intelligence (AI) system created by the same people that made DESCENT so incredible.

Selectively target ship subsystems, defensive turrets, and fighter bays with an in-depth HUD combat system.



Organize "wings" of teammates, track your statistics, ranking, and medals against players from all over Earth with **16 PLAYER INTERNET** support.

Choose from 8 different fighters and bombers, outfit them with a wide array of advanced weaponry.

Create your own detailed missions using "FRED", the fully-featured mission editor.

Microsoft named its WWII game *Combat Flight Simulator* to reflect its upbringing.

Wings of Destiny

The game is still a year away, but we know that *Wings of Destiny* will feature four fighters in four campaigns.

PCG

In addition to instant-action and single-mission modes similar to those in *USNF*, *Fighter Legends* will feature a campaign that lets you fly for either side during the Battle of the Bulge. That might not be the first battle that comes to mind when you think of WWII and flight sims, but it's one in which air power played a significant role. The mountainous Ardennes region of France, with its rolling terrain and canyons, is an excellent setting for some dogfighting action. And setting the game later in the war also makes it possible to include some of the conflict's more exotic planes, like Germany's Messershmitt 262, the first jet fighter to see combat.

The campaign won't be dynamic — disappointing, maybe, but programming a dynamic campaign is a major task, and Grace and Co. decided early on to go with a simpler campaign model and devote more of their time and effort to other gameplay issues. Still, the campaign won't be as linear as those in *USNF* or *ATF*; they'll have a branching structure, so success or failure in one mission will determine what kind of mission you fly next.

"It's going to be scripted," Grace says. "You will be able to affect the outcome of the Battle of the Bulge, but we decided not to do a dynamic campaign."

Matulak explains: "The best long-term enjoyment, the most unpredictable missions, and the best replay value come from playing other people online," he says, "and that's where we wanted to spend the bulk of our resources. We're spending considerable resources on an online site that'll come up after the game ships."

Along those lines, Matulak says the *Fighter Legends* team will give the sim many of the same options found in Jane's *Fighter Anthology*, plus some handy new twists like the ability to join or leave a battle in progress and a "migrating host" feature that means a network game won't end just because the player who launched it decides to quit.

Naturally, *Fighter Legends* will feature all the reference material that has become a trademark of every product from Jane's Combat Simulations. The main menu is itself a testament to the amount of information going into this sim. Designed as a panning, panoramic view of what would have to be the world's best WWII air combat museum — if it weren't entirely an fictional institution — the museum is decorated with amazingly detailed, photo-realistic 3D renderings of the game's planes. Click on any part of a fighter, and you get a loving cutaway view: a huge rotary engine, a pristine cockpit, or a fighter's guns. Clicking other hot-spots leads to screens of information about each plane in the game, culled from Jane's huge archives. There are even interviews with veteran combat pilots who flew on both sides of the conflict — and these aren't stock clips the team dug up somewhere; they were conducted and taped just for the game.

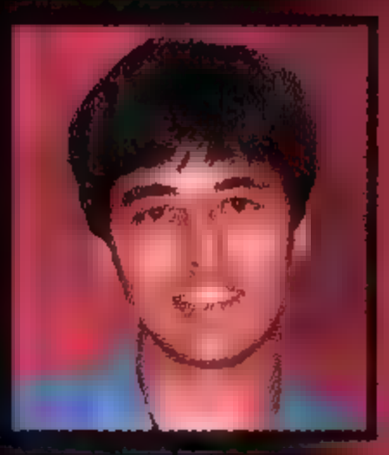
Fighter Legends is shaping up to be a very pretty package. With *Yeager*'s no nonsense dogfighting for inspiration, it's certainly got its heart in the right place; with a brand-new graphics engine that can take advantage of hardware that hasn't been released yet, it's got good looks and a long shelf-life ahead of it; and with the Jane's name behind it, it stands a very good chance of turning out to be everything Grace and Co. say it will be. And if it does, air combat fans have a truly great sim to look forward to.

PCG

The Team

When we set out to create Descent: FreeSpace - The Great War, our goal was the same as with Descent: We're going to create the kind of game we want to play.

"We've been working on *Descent: FreeSpace - The Great War* for two years, longer than the original Descent. And it shows. **The things Descent players will expect are all here**: the best technology, the best A.I., the best physics, great gameplay and the continuous sense of wonder and surprise. It's the kind of experience you can only create when you pour yourselves into your game for a very long time.



Mike Kulas
President of Volition and Designer of the award winning Descent and Descent II

We learned a lot when we wrote the Descent A.I. and we applied all that to *Descent: FreeSpace - The Great War*. It's in a whole new class. **The A.I. system is three times as large**, much deeper and much more flexible. Every ship has its own set of goals it pursues through an environment that is the richest ever. We observed how human players handle complex situations and coded the A.I. to do the same intelligent things.

In *Descent: FreeSpace - The Great War*, everything you do has an important consequence. Not only is the mission branching non-linear, but the choices you make in a mission, such as whether to protect a ship, can have profound consequences. **This offers almost limitless replayability.**

Descent: FreeSpace - The Great War will be the greatest multiplayer space sim ever. In fact, multiplayer code was planned from day one. Plus, we're launching a free matching and tracking service through our website. You'll always be able to find a game on the Internet. And we're going to track games so everyone will know who are the best players in the world.

When *Descent: FreeSpace - The Great War* ships this April, it will do to the space combat market what Descent did to first person shooters. We will have **set the new standard** everyone else will have to measure up to."

WWW.INTERPLAY.COM

Interplay
"BY GAMERS, FOR GAMERS."

volition

Parallax Software

RP

Descent, Descent II, FreeSpace The Great War, Interplay, the Interplay logo and "By Gamers, For Gamers." are trademarks of Interplay Productions. All Rights Reserved. Volition and the Volition logo are trademarks of Volition, Inc.

CONTINUE

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

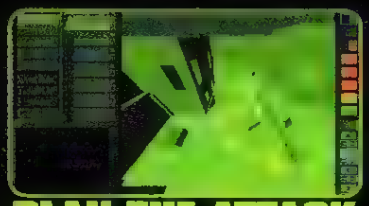
Thank you!

THIS IS A FILLER PAGE TO MAKE 2-PAGE BOOK VIEW ALIGN PROPERLY.
YOU MAY CONTINUE.

Tom Clancy's RAINBOW SIX

Play as if 5.7 Billion Lives Depended on it.

The most revolutionary action/strategy game of its kind. Nothing comes close to offering such an exciting combination of strategy, team-building, realistic three-dimensional graphics and true-to-life special forces action. **ONE SHOT KILLS.** The ultimate goal is to save yourself and the world from deadly terrorists. You must successfully complete 17 unique missions, and if you die, the game isn't over: **THE WORLD IS.**



PLAN THE ATTACK

EXECUTE THE MISSION

SAVE THE WORLD

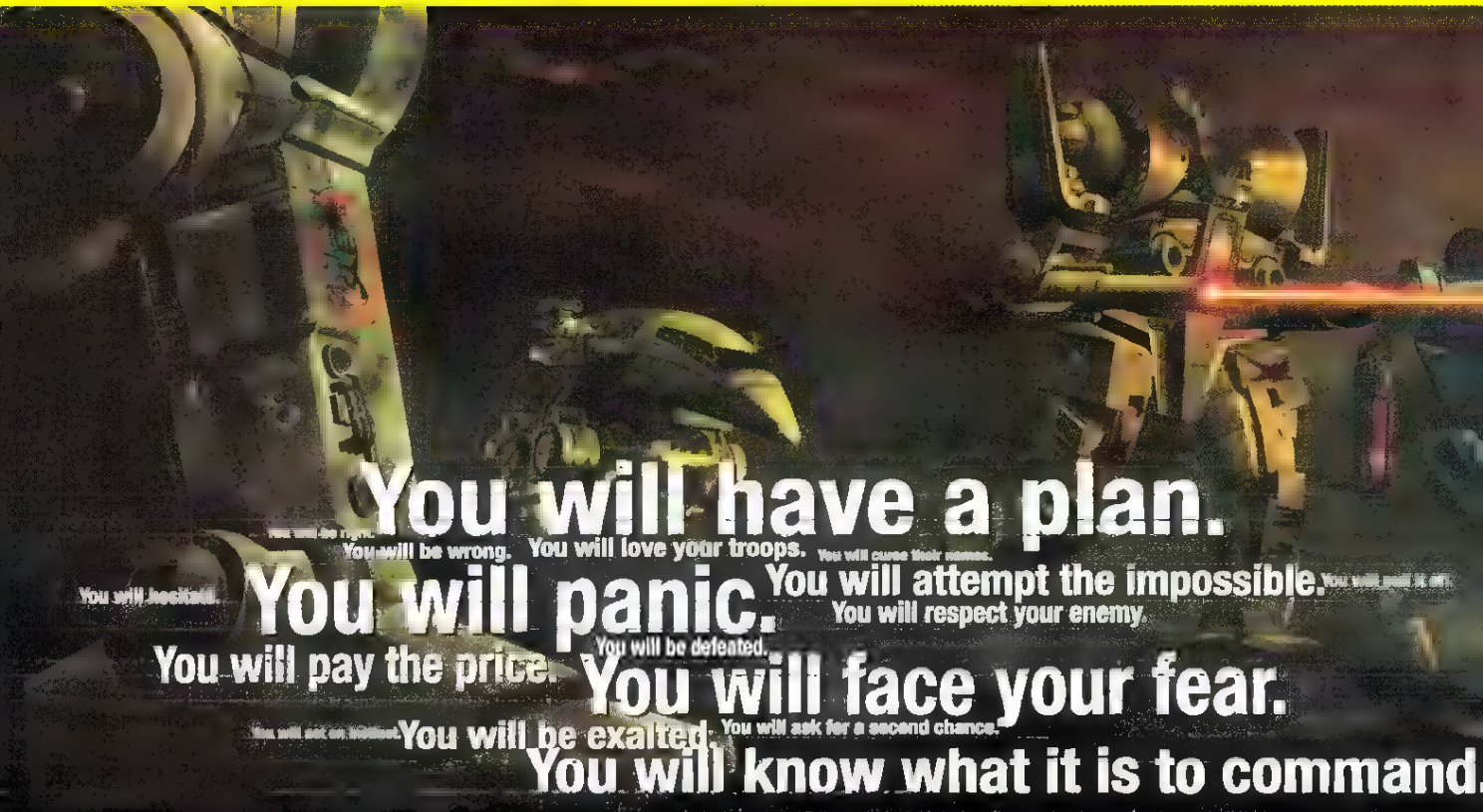
Photo courtesy Steven Galloway, Heckler & Koch

Available August 1998

Red Storm Entertainment

©1998 Red Storm Entertainment, Inc.

Go to www.pcgamer.com/request Product #682


You will have a plan.
You will be wrong.
You will love your troops.
You will panic.
You will attempt the impossible.
You will respect your enemy.
You will pay the price.
You will be defeated.
You will face your fear.
You will be exalted.
You will ask for a second chance.
You will know what it is to command.

You are in command of Zulu Company of the 1st Davion Guards. On the planet below, twelve MechWarriors® await your orders, each voice a reminder of what's at stake.

Each decision you make, each parry and feint, bears consequence. You hesitate and the recruit you nurtured into an experienced MechWarrior is lost. His death is a stunning blow. The calls for backup, the missile impacts, the ammo bay explosion, and the scream as the pilot ejects. All play loud and clear.

At mission's end, you retrieve the survivors and their BattleMechs.® Repair and refit what you can. Move your best MechWarriors into the best 'Mechs.® Trade equipment in or add a new pilot. Let an injured pilot heal, if you can spare him. The next mission beckons.

This is MechCommander.

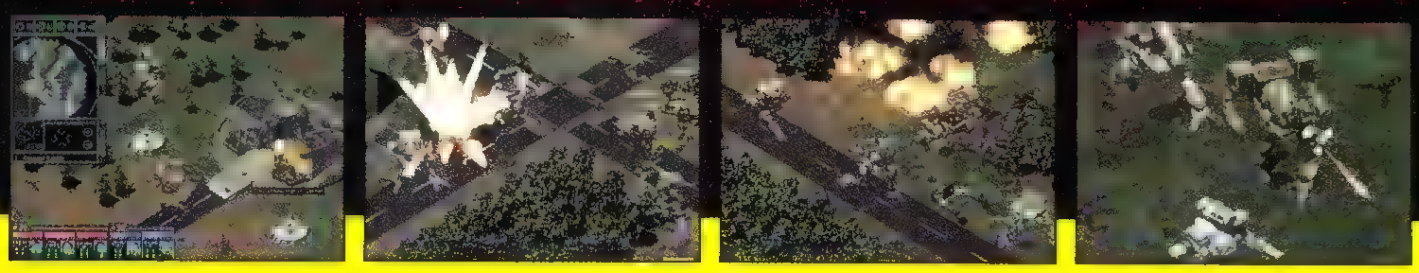
You will know what it is to command.

RATING PENDING
RP
CONTENT RATED BY ESRB

© 1998 FASA Corporation. Published by MicroProse. MicroProse is a registered trademark of MicroProse, Inc. or its affiliated companies. BattleTech, MechWarrior, BattleMech and 'Mech are Registered Trademarks and MechCommander is a Trademark of FASA Corporation. Used Under License. The FASA Interactive logo design is a Trademark of FASA Interactive, Inc. All other trademarks are properties of their respective holders.

MECH COMMANDER™

THE FIRST MECHWARRIOR® GAME OF TACTICAL COMMAND



Coming soon for Windows® 95.

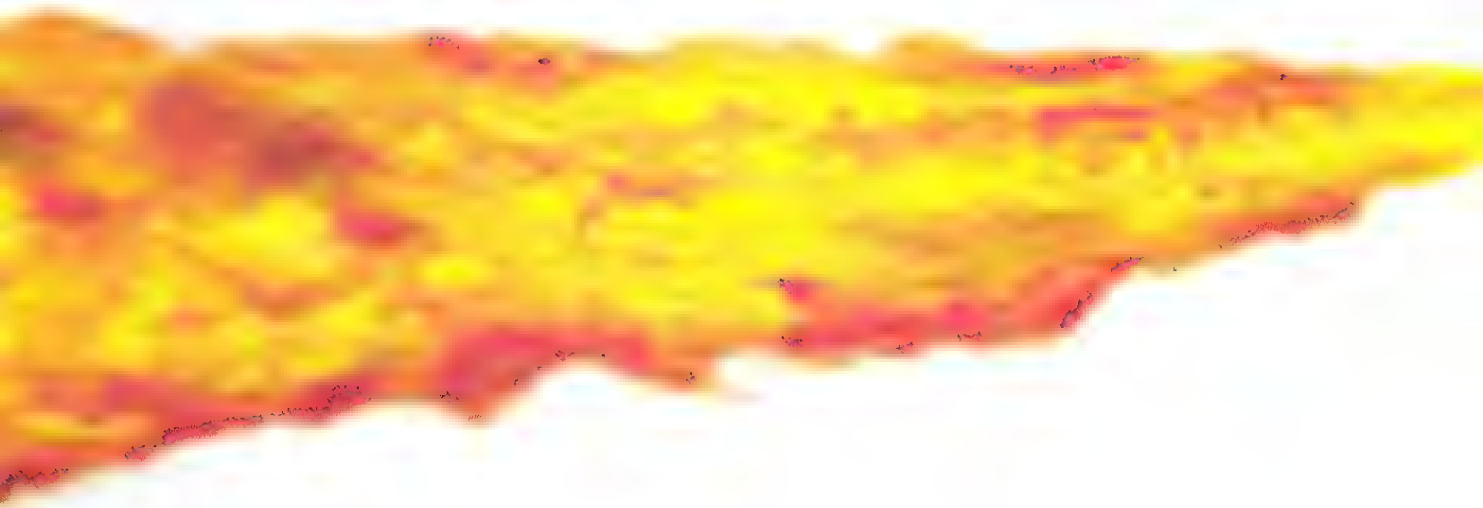
www.microprose.com
www.mechcommander.com

FASA CORPORATION

MICROPROSE

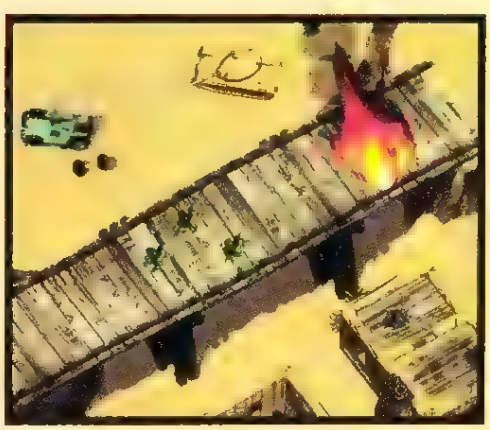
FASA INTERACTIVE

Product Information Number 245



ARMY MEN

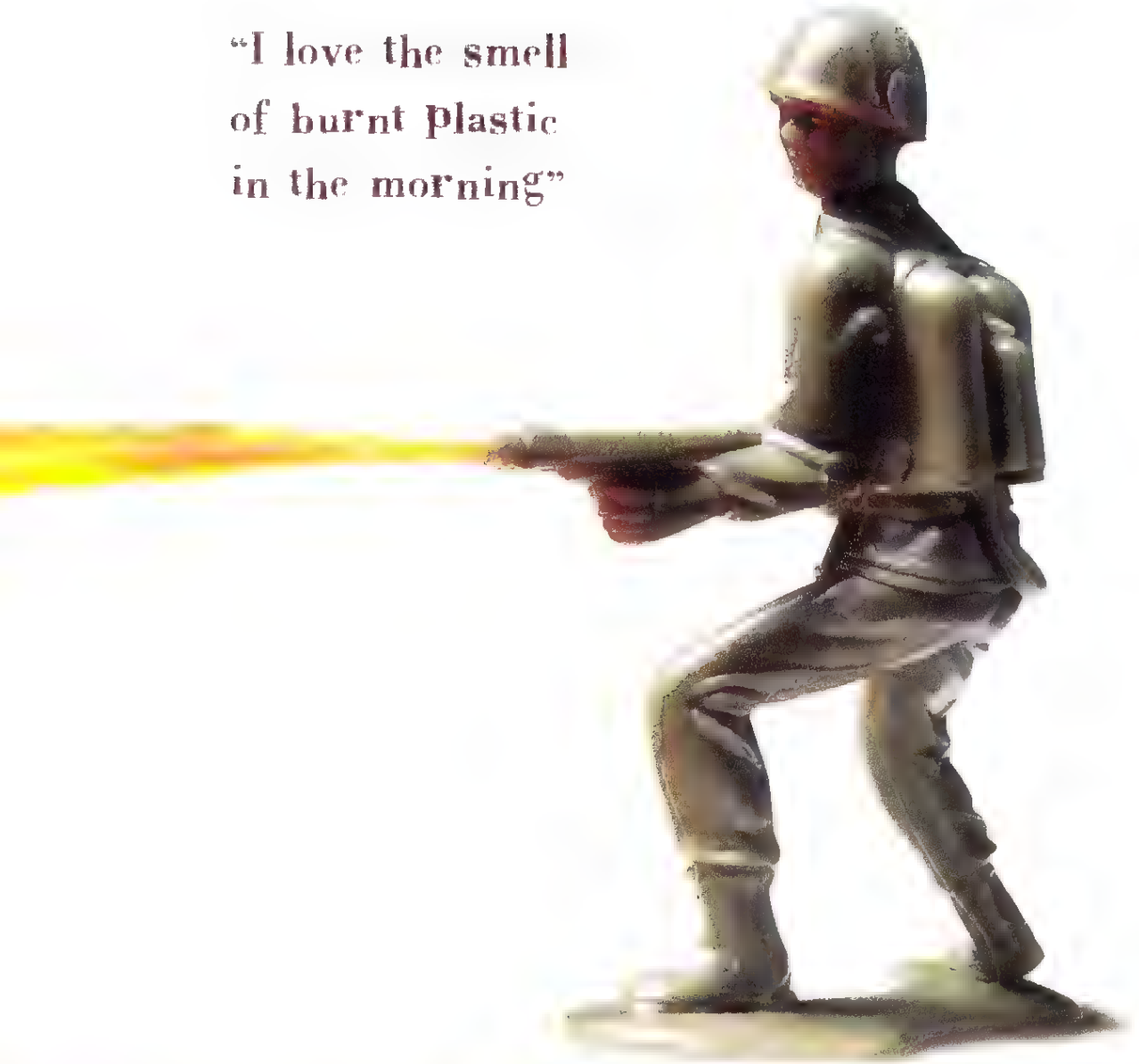
Real Combat. Plastic Men.



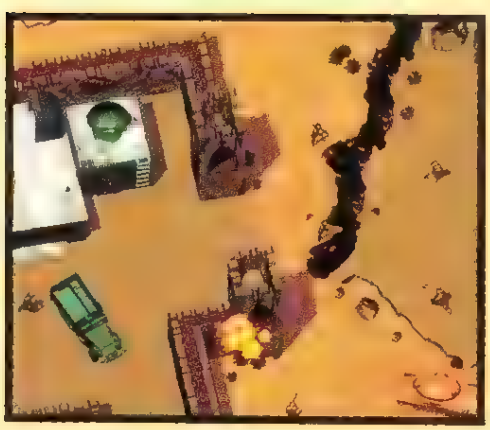
Take any one of six classic army men figures into combat in this squad level action-strategy game.

Melt attacking infantry with your flamethrower or shatter enemy vehicles with your bazooka and tank.

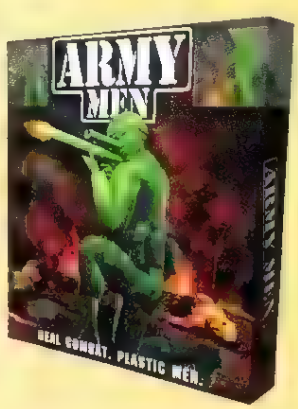
"I love the smell of burnt plastic in the morning"



Break your troops out of a heavily guarded POW camp in one of over 30 action-packed missions.



Make your way through alpine, desert and bayou terrains or play against your friends on special multiplayer maps.



www.armymen.com

© 1998 The 3DO Company. All rights reserved. Army Men is a trademark of The 3DO Company. All other trademarks are properties of their respective owners.

Go to www.pcgamer.com/request Product #76

WHY ARE WE WAITING?

We've heard it so many times before, but it never gets any less frustrating — "the game's been delayed, sorry." Given that epic malaise of PC game development these days, it's

"slip" — but some games don't so much slip as *avalanche*. By popular reader demand, *PC Gamer* brings you up-to-date with eight big-name games that have been sliding down the release slates...

BY THE PC GAMER STAFF

[MICROPROSE] FALCON 4.0

ORIGINALLY SCHEDULED FOR: "HOLIDAY 1997"

NOW SCHEDULED FOR: "SUMMER 1998"

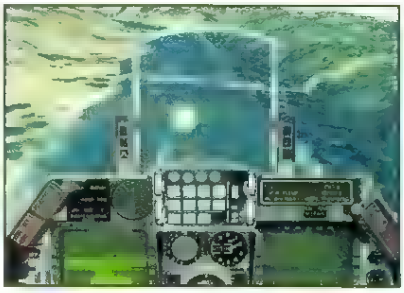
WE'VE BEEN WAITING SINCE: Well, *Falcon 3.0* came out waaaay back in 1991, and *Falcon 4.0* was officially first announced in September 1994. So, quite a long time.

WHAT'S TAKING SO LONG? *Falcon 4.0* may have been in development since 1994, but in January 1995, a new producer and lead designer, Leon Rosenshein (a former combat sim designer for the U.S. government), was brought in. He introduced plans for a much more ambitious design, effectively taking the project back to the drawing board. The recent corporate turbulence at MicroProse and *Falcon*'s original creators, Spectrum HoloByte, can't have helped either.

The amazing 3D graphics of *Falcon 4.0* are taking a long time to fine-tune, but they sure do look purty.

THE CREATORS EXPLAIN THEMSELVES: "As the producer and lead designer of what we hope will set the new benchmark in flight simulation technology, I can attest to design and implementation challenges," says Rosenshein. "Our goal with *Falcon 4.0* is to be the best in every area, including gameplay, graphics, flight modeling, avionics, campaign model, and networking. Therefore, we have taken on a challenging design. The most unique element of *Falcon 4.0* is that it is the only game to offer a truly real-time dynamic campaign. *Falcon 4.0* is set in the Korean peninsula with a real-time, full-scale war in progress. When flying in the campaign mode, the war goes on continuously. There are no eight-hour planning blocks, and things could change while you are flying, and you could find yourself re-tasked in the middle of a mission. Also, time outside the cockpit counts. You could be looking at the intel briefing for a mission, and suddenly be scrambled to protect the base against incoming aircraft.

"*Falcon 4.0* is almost at its true beta stage. We are in the process of implementing the last piece — tactical engagement. Once this is in, the game will continue to be tested until we are ready to release it."



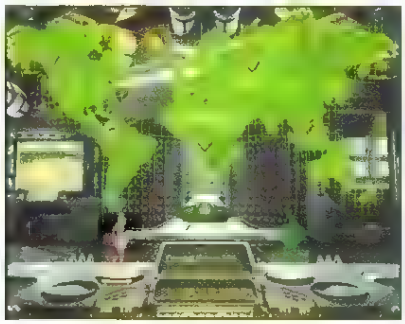
***Falcon 4.0* faces much stiffer flight sim competition today than when it was announced — hence the many revisions.**

PCG'S DON'T-HOLD-YOUR-BREATH FACTOR: 8/10. Show us the box with the finished game inside it. *Then* we'll believe it.

[MICROPROSE] GUARDIANS: AGENTS OF JUSTICE

ORIGINALLY SCHEDULED FOR: "HOLIDAY 1997"

NOW SCHEDULED FOR: SUMMER 1998"



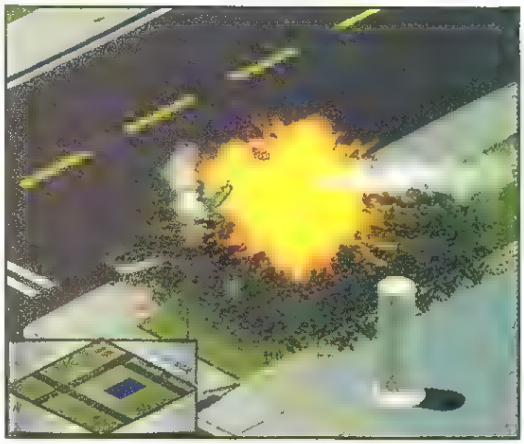
From your super-hero base, you'll be able to plan missions against diabolical super-villains all around the world.

WE'VE BEEN WAITING SINCE: *Agents of Justice* (as it was called back then) was first announced in August 1996.

WHAT'S TAKING SO LONG? A technological upgrade for Win95 caused some delays, and when we saw the game at last year's E3, it was mentioned that a couple of the super-heroes looked a little too close to certain existing Marvel and DC characters, so it's likely they needed to be removed and replaced to avoid any potential legal problems — another time-consuming measure. And although it probably doesn't take long to do, somewhere along the way the word *Guardians* was inexplicably added to an already fine title.

THE CREATORS EXPLAIN THEMSELVES: "*Guardians: Agents of Justice* has not gone away," Steve Barcia, the game's lead designer, assures us. "There have been a few delays along the way, but the team is working to have the game finished up this summer. The major delays include a complete rewrite of the code for Windows 95 and an artwork upgrade from 256 colors to 16-bit native. The interface has also been updated to make the game more user-friendly. The game is in an Alpha state and will go into test in the next month. For those of you not familiar with the game, *Agents of Justice* is a super hero game that combines strategy and animated adventure into a turn based strategy game where the player commands a team of crime fighters against the forces of evil. The player can choose from a list of ten pre-designed heroes or they can create their own using a custom character generator. Each hero (and villain) will have more than 50 powers that can be combined or altered. The game will support multiplayer gameplay for at least four players."

PCG'S DON'T-HOLD-YOUR-BREATH FACTOR: 2/10. Last time we saw the game, things were looking pretty ship shape. Fingers crossed, that summer release date should hold.



The upgrade from 256-color to full 16-bit color has resulted in some delays on *Agents of Justice*.

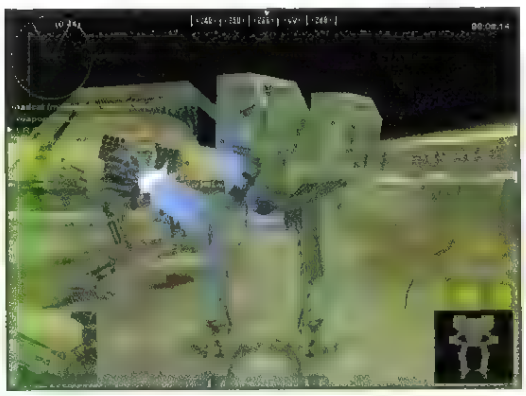
MECHWARRIOR 3 [MICROPROSE]

ORIGINALLY SCHEDULED FOR: "MID 1998"

NOW SCHEDULED FOR: "EARLY 1999"

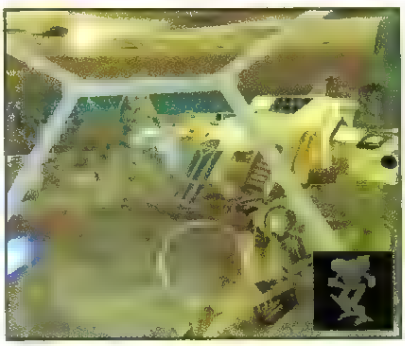
WE'VE BEEN WAITING SINCE: The project was announced in April 1997, two years after *MechWarrior 2* appeared

WHAT'S TAKING SO LONG? As previously reported in *PC Gamer*, there were problems with the 3D engine that FASA Interactive was developing for the game, and the end result is that a third-party developer, Zipper Interactive, was brought in to head up the project while FASA moved off to concentrate on its other game for MicroProse, *Mech Commander*. That meant a lot of technical re-structuring, and a lot of delays. In a bizarre twist, the engine FASA was developing looked pretty darn good when we saw it at last year's E3, and that same engine is apparently now being used by FASA for the next MechWarrior title



FASA's decision to move from Activision to MicroProse caused an inevitable delay for *Mech 3*.

THE CREATORS EXPLAIN THEMSELVES: "The development of *MechWarrior 3* is on course and heading for the home stretch," says an upbeat Michael Mancuso, MicroProse's producer on the project. "The awesome technology and expertise provided by Zipper Interactive, combined with the critical eye and enthusiastic support of FASA Interactive, have given a turbo-boost to a game that will be the true inheritor of the MechWarrior mantle. We have prototyped the first ten missions. The Mech textures are awesome, and the special effects will blow you away. We have another 15-plus missions to prototype within the next three months, and then we will spend the remaining time on playtesting the missions, fine-tuning the enemy and friendly AI, and tweaking the multi-player experience."



When FASA's engine was scrapped and Zipper Interactive was brought in, the project went back to the drawing board.

PCG'S DON'T-HOLD-YOUR-BREATH FACTOR: 8/10. It's still a long way off, and "early 1999" is a tenuous date. We hope that the much nearer *Mech Commander* will keep clan freaks happy until then – or whenever

POPULOUS: THE THIRD COMING [BULLFROG PRODUCTIONS]

ORIGINALLY SCHEDULED FOR: "FALL 1997"

NOW SCHEDULED FOR: "SPRING 1998"

WE'VE BEEN WAITING SINCE: Well, the game was only officially announced at last year's Electronic Entertainment Expo, but theoretically, we've been waiting for this third installment in the ground-breaking Populous saga since *Populous II: Trials of the Olympian Gods* debuted on Amiga way back in 1992

Without Peter Molyneux at the helm, Bullfrog is taking extra time to ensure *The Third Coming* is a worthy sequel.

WHAT'S TAKING SO LONG? Although Bullfrog co-founder and original Populous creator Peter Molyneux did some preliminary work on the project, he left to set up his own company while the game was still in the early stages of production, which undoubtedly threw a spanner in the works. Aside from that, however, there have been no rumors of a troubled development and what seems most likely is simply that Bullfrog is taking its time to ensure that it doesn't release a game unworthy of its most beloved franchise

Extensive fine-tuning and play balancing are the reasons why *The Third Coming* has been so long in... well, coming.

THE CREATORS EXPLAIN THEMSELVES: Stuart Whyte is the producer of *Populous: The Third Coming*, and he had this to say: "Developing any original title takes time, and with *The Third Coming*, we've really spent time on working with the 3D terrain and graphics engine and AI — working toward getting these as polished as can be. The AI in this game is much more complex than other games in the genre — there's no cheating. Each AI player starts on the same level as you, with no base, and intelligently builds up their base using the 3D terrain. The AI is really cool, it uses terrain to its advantage and actually seeks out weak points in your defense. We've done tests with people at Bullfrog, and people find it difficult to tell if they're playing a multi-player game against a human or if they're fighting against the computer. We've had to tone down the AI player so that it does 'stupid' things in the early part of the game so that new players don't get trounced.

"We've also taken a lot of time balancing the game so that it's accessible by new players as well as hard core gamers, which isn't an easy task! Game balancing and tweaking is very underrated, a lot of developers seem to rush this at the end of the game's development. At Bullfrog, we only want to release the game when we're certain it's as good as it can be."

PCG'S DON'T-HOLD-YOUR-BREATH FACTOR: 3/10. Our last look at the game suggested it really was coming into the final stretch, so the new Spring release date looks likely indeed. Hooray!

UNREAL

[EPIC MEGAGAMES] UNREAL

ORIGINALLY SCHEDULED FOR: "WINTER 1996"

NOW SCHEDULED FOR: "JUNE 1998"

WE'VE BEEN WAITING SINCE: *Unreal* was first unveiled to us in April of 1996. What really grabbed our attention were Epic's lofty promises of a free versatile map editor, robust artificial intelligence, and slick 3D technology all in one package months before the original *Quake* was released.

WHAT'S TAKING SO LONG? Though a planned delay to avoid competition with *Quake* and *Quake II* is a likely candidate, the truth is that Epic has been actively trying to keep up with the rapid advancement in technology and adding new features whenever it can. But more importantly, Epic says it's been taking its time with this one, unwilling to let it go out to the general public before it's up to snuff.

THE CREATORS EXPLAIN THEMSELVES: *Unreal*'s lead programmer Tim Sweeney sums up the reasoning behind the game's lengthy development: "*Unreal* has been a major learning experience for all of us, it's our first 3D game. Some of the delays can be attributed to us being newbies, but the majority were self-chosen when we discovered a new programming or artistic advancement and decided to go back and improve a lot of our old content. For example, when we switched from 8-bit color source artwork to 24-bit color thanks to custom-color palettes and 16-bit rendering, we decided to re-do all our textures. When we gained colored lighting as a major engine feature, we went back and made major improvements and revisions to levels. If I weren't deeply involved in *Unreal* development, I think I'd be frustrated that *Unreal* has taken so long to come out, yet very much looking forward to it because it's a no-compromises game done right."

Gamers have been forced to wait for an agonizingly long time for *Unreal* to finally arrive, but all the latest signs are that the wait will be more than worth it.

PCG'S DON'T-HOLD-YOUR-BREATH-FACTOR: 2/10. Epic has been careful to keep release dates a closely guarded secret, but given the current state of the game, and assurances from Epic, the current (and official) target of June 1998 seems to be the real thing.

10TH PLANET

[BETHESDA SOFTWORKS] 10TH PLANET

ORIGINALLY SCHEDULED FOR: "WINTER 1997"

NOW SCHEDULED FOR: "FALL 1998"

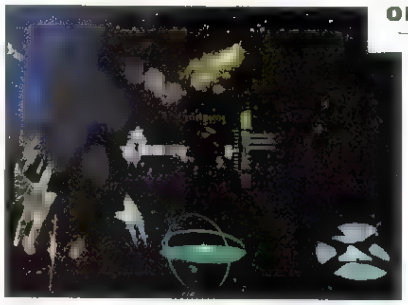
WE'VE BEEN WAITING SINCE: First unveiled as an eye-popping demo at the Electronic Entertainment Expo in June of 1995, it was obvious that Bethesda's space combat/strategy game was more than a quick *Wing Commander* knock-off, promising a fully modeled solar system, deep strategy, and a compelling storyline.

WHAT'S TAKING SO LONG? Blame it on Hollywood. During the first few years of development, *10th Planet* was a collaborative effort between Bethesda and Centropolis Entertainment — the folks behind the blockbuster flick *Independence Day* and the new *Godzilla* movie — but Centropolis' success in the film industry left the company little time to contribute to the game. Since that time, Bethesda has been reworking the game to keep up with emerging technology and has sent the story back to the drawing board to avoid infringement issues after the departure of Centropolis.

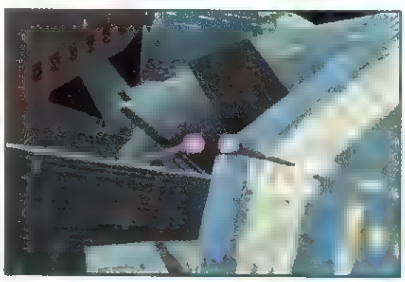
THE CREATOR'S EXPLAIN THEMSELVES: "The design of the game was supposed to be a joint effort, a collaboration between Centropolis and Bethesda Softworks," says *10th Planet*'s producer Bruce Nesmith. "Unfortunately, they were so busy with *Independence Day* that their end kept getting delayed. I couldn't just wait for them, so I began to design the game.

"By early 1997, it became obvious that the guys at Centropolis were not going to be able to contribute substantially to the design. Their heart was in it, but there are only so many hours in a day, and these guys were already down to catnaps instead of a full night's sleep. Bethesda and Centropolis parted ways without any hard feelings. I have a lot of respect for those guys. There are a lot of Hollywood types that would not have acted with as much class.

"Now the game is in my court. For legal reasons, I had to move away from some of the concepts that we had agreed upon, but they graciously gave us permission to use the main story idea."



***10th Planet* has come a long way since we first saw the game in 1995, with improved graphics, a stronger strategy element, and a newly revamped story line.**



PCG'S DON'T-HOLD-YOUR-BREATH-FACTOR: 4/10. Our latest looks at *10th Planet* indicate that the game has come along nicely with tasty 3Dfx support as well as balanced strategic and action-oriented gameplay. For the moment, at least, *10th Planet* seems right on track for a Fall release.

ULTIMA IX: ASCENSION [ORIGIN]

ORIGINALLY SCHEDULED FOR: "SPRING 1997"

NOW SCHEDULED FOR: "WINTER 1998"

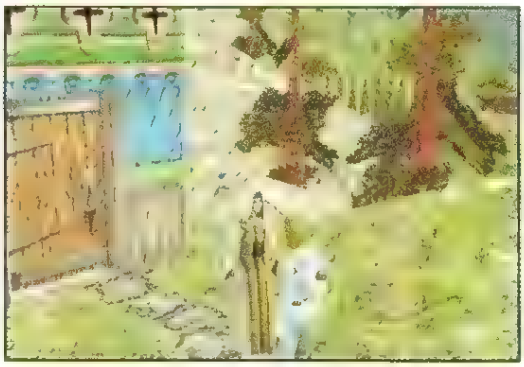
WE'VE BEEN WAITING SINCE: While the date *Ultima IX* was announced is a bit fuzzy (even the folks at Origin have a hard time pinning it down), most *Ultima* fans have been drooling for this one since the release of 1994's *Ultima VIII* — and with good reason. *Ultima IX* is set to not only offer closure for the most recent trilogy (*VII* through *IX*,) but also to tie up all the loose ends of the original two trilogies.

WHAT'S TAKING SO LONG? It's a roleplaying game, and more importantly it's an Ultima game. Combine the two, and you have a recipe for a lengthy wait. Add a layer of new technology and you get the idea ...

THE CREATORS EXPLAIN THEMSELVES: *Ultima: Ascension*'s producer Ed Del Castillo explains that while the concept for the ninth *Ultima* game has been around for a while, it was a matter of finding technology appropriate for the job. "The concept of doing another *Ultima* began about four years ago, soon after the release of *Ultima VIII*," he says. "Richard Garriott was convinced that the next *Ultima* had to be more than just a sequel. He envisioned a masterful 3D world with unbelievable environments and incredible visual details — an *Ultima* that the player could actually walk around *in*. However, at the time, 3D technology was in its infancy, and it would be a while before that vision could be fulfilled. He began laying the groundwork for what would eventually become *Ultima: Ascension*.

"At the same time, Richard was finalizing his dream of an online game in the *Ultima* Universe. In order to make that happen, he united all of Lord British Productions to complete *Ultima Online*. During this time, Richard and some renegade programmers began working nights and weekends on a new engine for the next *Ultima*. When *Ultima Online* shipped, they unveiled their work, and thus *Ultima: Ascension* was born... a new engine, a new vision, a new direction for the next, great *Ultima*.

"Since then, our biggest technological woes have been all those things which the player will hopefully never notice: Does the ship look right when it's floating? How many leaves can the palm trees have? It's a combination of all these environmental things and what they imply to the rest of the engine that will make all the difference."



While initial concepts for *Ultima IX* were worked out years ago, the 3D technology is a recent addition.

PCG'S DON'T-HOLD-YOUR-BREATH-FACTOR: 8/10. It's not that we're suspicious of Origin's work ethic, but in the world of computer gaming, roleplaying games are notorious time sinks for developers.

SIMCITY 3000 [MAXIS]

ORIGINALLY SCHEDULED FOR: "HOLIDAY 1997"

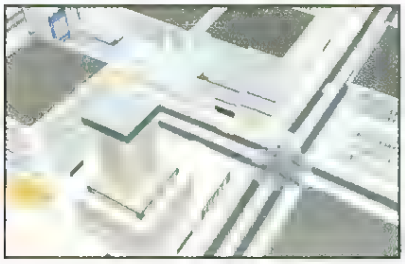
NOW SCHEDULED FOR: "FALL 1998"

WE'VE BEEN WAITING SINCE: Maxis officially announced *SimCity 3000* at last year's E3, but even that announcement was a long time coming. *SimCity 2000* came out way back in early 1994, and fans of the series have been waiting ever since for a new dose of their favorite fix.

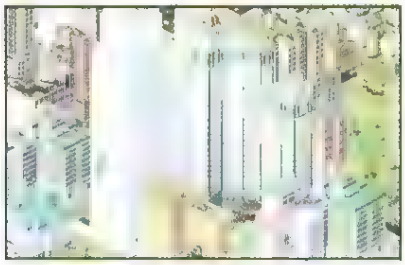
WHAT'S TAKING SO LONG? Instead of ploughing its efforts into a full sequel, Maxis spent the majority of the time after *SimCity 2000* releasing lame spin offs like *SimTower*, *SimCopter*, *Streets of SimCity*, and a pointless multi-player edition of *SimCity 2000*. When the time came to do a proper sequel, Maxis ploughed its efforts into designing an elaborate 3D engine that would allow users to explore their cities in first-person perspective. Then, suddenly, Maxis scrapped that entire plan and reverted to its more traditional isometric view. Such a radical turn-around was bound to cause massive delays.

THE CREATORS EXPLAIN THEMSELVES: "While 3D navigation sounded good on paper, the technology currently available in the typical *SimCity* player's home PC doesn't yet have the power to provide the richness of graphical detail our customers have come to expect," says Luc Barthelet, general manager of Maxis. "So last year, the team went back to the drawing board. This time we focused on designing a sequel that would give players more control, more life, and more challenge while maintaining the great gameplay *SimCity* is known for."

With the recent advent of 3D acceleration, we're a little skeptical of Maxis' claim that today's PCs couldn't handle its proposed engine, but a return to a more traditional approach might actually be the best thing for the game, since the emphasis now seems to be on gameplay, not graphical gimmicks. "The scope of the game is more ambitious than anything we've ever done," says Barthelet. "The map will be four times the size of *SimCity 2000*'s, so you'll have more space to create. There will be more buildings, more disasters, more visual effects, and more options. We're also adding new zones and data layers so you'll be able to influence a wider range of city conditions."



THE OLD... this early shot from the original version of *SimCity 3000* shows the aborted 3D graphic engine in action.



AND THE NEW... *SimCity* fans will probably welcome the switch back to a more familiar isometric perspective.

PCG'S DON'T-HOLD-YOUR-BREATH FACTOR: 6/10. This is one of the most radical development turn-arounds in PC gaming history — can it be done in just nine extra months? We shall see.

PCG

TRIBAL RAGE

Trailer Trash Grannies pound a Cyborg six-legger!

Create your own warriors, vehicles, and battlefields!
(Actual screens may vary)

Amazon Dactyl-Riders strafe a Cyborg base camp!

- **Play any of SIX Tribes:** Enforcers, Bikers, Trailer Trash, Death Cultists, Cyborgs and Amazons -- With or against your friends or the cunning computer!
- **Multiplayer features -- Head-to-Head, Network,** and **Internet** play!
- **Play the many Preset Scenarios** or a full **Campaign Game** -- Fight across dozens of battlefields!
- **Full-function scenario/tribe editor** -- Create your own warriors and battle scenarios!

CD ROM

OUTRAGEOUS Gaming Fun In The Wastelands of The Future!

Coming to Software Retailers World Wide in May 1998! Reserve your copy today!

TALONSOFT

Call (410) 933-9191 or visit our web site at www.talonsoft.com

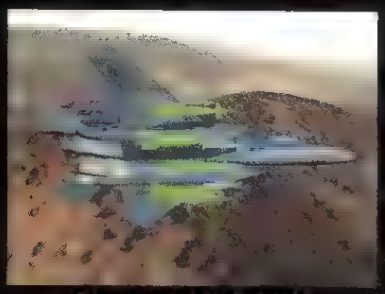
©Copyright 1998 TalonSoft Inc., P.O. Box 43730, White Marsh MD 21236

Go to www.pcgamer.com/request Product #761

At just over 1,500 miles per hour,
the loudest sound in the cockpit
is your heartbeat.

F-15

THE DEFINITIVE JET COMBAT SIMULATOR



[ACTUAL GAMEPLAY SCREENS]

IMAGINE SCREAMING THROUGH THE WIND LIKE A RAZOR. SAVAGE THUNDER IN YOUR VEINS. BITTER LIGHTNING AT YOUR FINGERTIPS. JUST STRAP YOURSELF INTO JANE'S F-15, THE MOST INTENSE COMBAT FLIGHT SIMULATOR EVER. WITH AUTHENTIC FLIGHT MODELS, WEAPONS AND WARFARE, IT'S AN OBSESSIVE LEVEL OF ACCURACY THAT ONLY THE MILITARY EXPERTISE OF JANE'S CAN ACHIEVE. DON'T WORRY ABOUT THE BUTTERFLIES IN YOUR STOMACH. WHEN YOU HIT MACH 2, THEY'LL BE CRUSHED.

Jane's
COMBAT SIMULATIONS

WE BUILD SIMS BY THE BOOK™

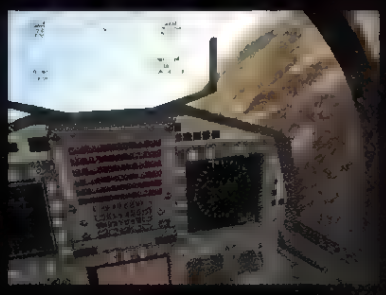
www.f-15.com

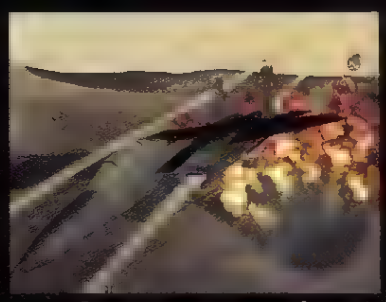
Go to www.pcgamer.com/request Product #165

© 1998 ORIGIN Systems, Inc. Origin is a trademark or registered trademark of Origin Systems, Inc. and We Build Sims by the Book is a trademark or registered trademark of Electronic Arts in the U.S. and/or other countries.

F-15

THE DEFINITIVE JET COMBAT SIMULATOR





[ACTUAL GAMEPLAY SCREENS]

Jane's
COMBAT SIMULATIONS

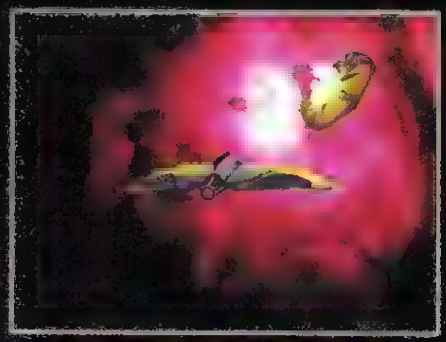
WE BUILD SIMS BY THE BOOK™

www.f-15.com

rights reserved. Jane's is a registered trademark of Jane's Information Group Ltd. Jane's Combat Simulations is an Electronic Arts brand
e 3Dfx Interactive logo is a trademark of 3Dfx Interactive Inc.

Go to www.pcgamer.com/request Product #165

It's your duty to protect mining operations in the new Frontier... but who are these guys? Looks like the same heinous Sectoids from Earth. Only this time the battle is on their turf.



Good thing you're piloting a fighter you designed and armed with everything from a Plasma Pulse Cannon to an Elerium Torpedo Launcher. Good for you... bad for them.

You nabbed a Sectoid fighter with a secret weapon on board. But where's the trigger? The Research Screen will help you return the aliens' thunder in an intense and epic battle.

By intercepting an alien supply ship, you find the secret location of their key outpost and

STOP THINKING WITH YOUR JOYSTICK

To blow away these aliens, you'll have to use a totally different kind of weapon: your brain.

X-COM INTERCEPTOR

RP

MICROPROSE

microprose.com

©1998 MicroProse, Inc. All rights reserved. X-COM and MICROPROSE are U.S. registered trademarks and X-COM Interceptor is a trade mark of MicroProse, Inc. or its affiliated companies. All other trademarks are the property of their respective holders.

So long, suckas!

It's a sad day when you have to say goodbye to dear friends. Fortunately, we never much cared for Q or Joel, so we're not too torn up about their departure (just kidding, guys). Yes, it's true - we are losing two treasured members of our staff. Quintin (or The Evil Q as we like to refer to him) has had his many artistic and design talents recognized (no matter how hard Dean tried to take credit for his work) and was appointed the new art director for Imagine's latest launch. The last month has seen Q working double-time for both *PC Gamer* and his new publication, so he's been even more punchy than usual. Joel, on the other hand, is leaving for different reasons. He and his wife have grown weary of paying $800,000 a month for a 72 square foot apartment here in the Bay area, and with the impending arrival of their first child, have decided to head back to their hometown of Rochester, NY. They already have a seven-bedroom, six-bathroom mansion lined up for the princely sum of $150 a month. Joel will still be contributing to the magazine, and we look forward to meeting him on our *Quake II* server. With that kind of distance to contend with, his pings will be sky-high, and the rest of us mortals just might have a chance of dethroning the legend that is Hellion. We wish them both the best of luck.

PCG

Hardware Requirements

With each *PC Gamer* review, you'll find two very important pieces of information: the game's minimum hardware requirements and the hardware configurations we recommend as the *least* you'll need to really enjoy the game. While a game will run on the minimum system the manufacturer specifies, it might not run all that well. Because of this, we test each game on several systems so we can bring you a more realistic assessment of what you'll *really* need.

THE PC GAMER RATINGS SYSTEM

90%–97% CLASSIC

80%–89% EXCELLENT

70%–79% VERY GOOD

60%–69% GOOD

50%–59% FAIR

40%–49% BELOW AVERAGE

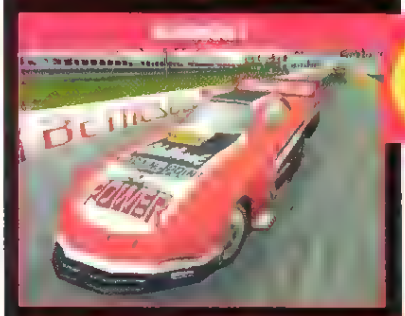
30%–39% DON'T BOTHER

PC Gamer Editors' Choice Awards

PC GAMER EDITORS' CHOICE

Every month, we honor the best games we see — those earning 88% or above — with our Editors' Choice award. It's not easy to earn, and there are a lot of excellent games that fall just short of the honor. So when you see the *PCG* Editors' Choice logo on a game at a local software shop, you can bet it's among the best.

p.94



p.96a

p.84

p.123

Star Wars: Rebellion

Win95

Category:	Strategy
Developer:	Coolhand Interactive
Publisher:	LucasArts, P.O. Box 10307, San Rafael, CA 94912 (415) 444-8200

Required	We Recommend
Win95; 4x CD-ROM drive; Pentium 90; 16MB RAM; 50MB hard-drive space (150MB required for caching during game)	Pentium 120; Supported sound card

Star Wars goes strategic, and forces us to ask: How much is too much in order to rule the galaxy?

As an ancient Chinese sage was fond of saying (don't ask me which ancient Chinese sage) Be careful what you wish for you just might get it.

LucasArts should have put that on a sticker on the box of *Star Wars: Rebellion*, addressed to all those who've been lusting for a really big, really deep, conquer-the-galaxy game set in the Star Wars universe. *Rebellion* is certainly a big, deep game where players command the destiny of the Light (Rebel Alliance) and Dark (Imperials) forces of the Star Wars films, but it is also a strategy game saddled with a baffling and sadistic interface, and ill conceived game elements. In other words, good luck, champ.

Let's get the basics out of the way first: You can play as the Empire or the Rebel Alliance. In the default game, you start with four or five planets and six or seven characters, each of whom has a special ability either as a diplomat, a commander, a Force-user, or a spy. The galaxy contains ten sectors, each with ten systems. Some are undiscovered and ripe for colonization, but many resource rich worlds are neutral and must be swayed to your side either by persuasion or force (if you use the latter, you'll take a severe one-time hit in loyalty and probably have to waste troops quelling a rebellion).

As is the hoary tradition in this genre, you have to bootstrap your economy in order to fuel industrial and naval expansion. But here, the game throws you a curve: each planet only has a limited number of "energy slots" and with each facility you build, you use up one slot. Since most planets only have six or seven slots, Ye Olde Favorite Strategie of building one super planet and expanding, ink blot style, from that secure base simply isn't an option.

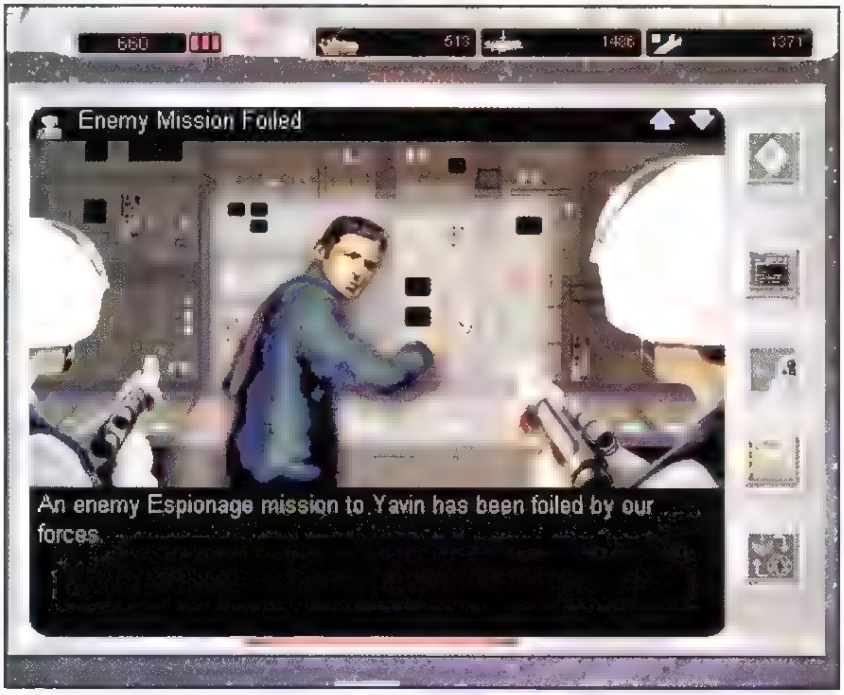
The Galactic Information Display is essential viewing if you want the Big Picture

Is this a feature or an arbitrary, obfuscatory, design choice intended to make the game seem deeper than it is? Evidently, even the designers weren't sure, since they also permit you to ship any manufactured facility to any friendly planet without having to load it on to a ship, so that you can still make stuff on planets that have all their energy slots filled. Does this make sense? Not much. Does it add complication to the game? Yep, lots of it.

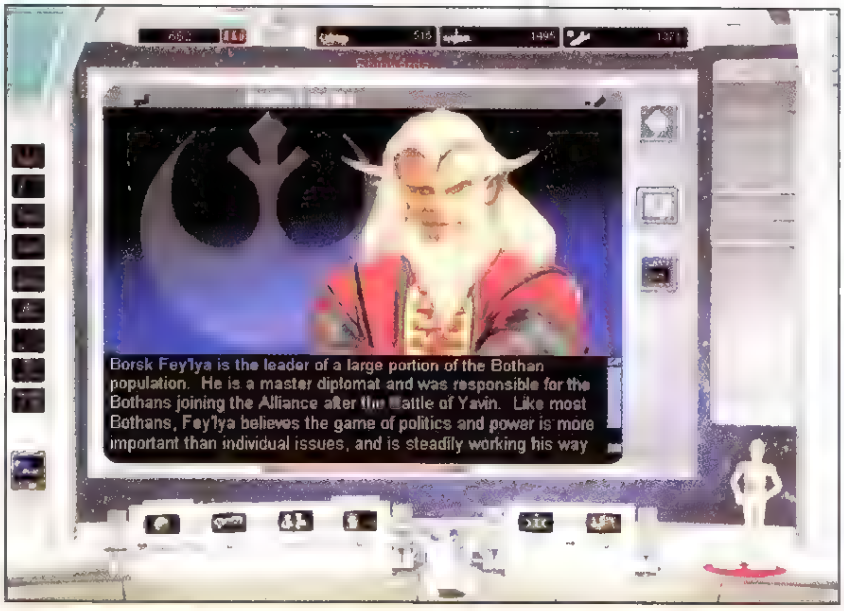
The gameplay starts off well-balanced (on the default setting at least; on the harder setting, the artificial intelligence gets a whopping head-start): the Empire has better capital ships, the Rebels have better fighters; the Empire has better security forces, the Rebels have better guerillas; the Empire can employ more force earlier in the game, the Rebels have to rely on diplomacy. Victory comes when you capture the lead characters on either side and occupy either the mobile Rebel HQ or the Emperor's home planet, Coruscant.

When opposing fleets come together, the game segues into a tactical mode that is one of those love it-or-hate it features gamers love to argue about. Personally, I kind of liked it. Admittedly, the graphics are pig-ugly, the interface (more on that in a minute) is bewildering, and the tactical input is severely limited, but what the hell? I enjoyed watching the fighters swarm around big, bloated cruisers while laser blobs exploded all around. If you don't like it, just have the computer handle the battles.

Also sure to be controversial is the combination of grand-strategic scale and real time. Well, it's sort of real-time — if you set the game speed to very slow, it's



Spies and saboteurs play a major role in the drama of *Rebellion*, but with so many things happening at the same time, it's hard to keep track of it all.


Borsk Fey'lya is the leader of a large portion of the Bothan population. He is a master diplomat and was responsible for the Bothans joining the Alliance after the Battle of Yavin. Like most Bothans, Fey'lya believes the game of politics and power is more important than individual issues, and is steadily working his way

Star Wars fans will revel in the online encyclopedia, which contains everything and everybody from all three movies. As a matter of fact, it might be *too* much information.

almost exactly like turn based! And you will have it on "very slow" most of the time, because otherwise it's almost impossible to keep track of what's being built where and which characters are on which missions.

There's another advantage to running the game slowly: you won't be so bombarded with incoming messages, all of which are announced by R2D2 and C3PO (if you're playing the Alliance). I don't know which is more aggravating C3PO's Jeeves the Butler whine or R2D2's electronic chirps. You can, of course, either shut them off altogether or heavily filter the messages. The only problem with that scenario is that you might miss some important news. Sign.

Now, about that interface... Cool hand evidently decided to cram this game with every micro-management task they could think of, and hope the end result was "depth." Some players will think they've succeeded. Unfortunately, the only way they could stuff this game like a digital sausage was to burden us with the most annoying, complicated, and redundant interface I have ever seen in a strategy game. Windows pile on top of windows, menus and lists proliferate, and the damn messages keep piling up.

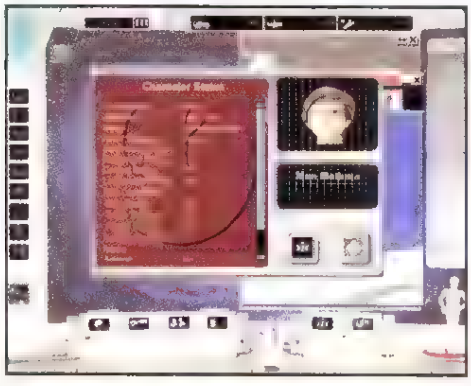
Example: let's say you want to build a training base on Yavin. Here's what you have to do. Click on the Galactic Information Display. Highlight "idle construction yards". Click on a system that has an idle facility. Click on the planet where it's located. Click on the system where Yavin's located. Click on Yavin, the "destination" planet. Click on the construction yard icon on the planet of origin. Click on the list of possible "builds". Scroll down until you find the training base icon. Highlight it. Click to set the number you want to build. Click on the check-mark to confirm. Close all the windows. Got that? Now repeat this process 500 times during a game. Entertaining, isn't it?

Depth, schmepth... this is poor game design, pure and simple.

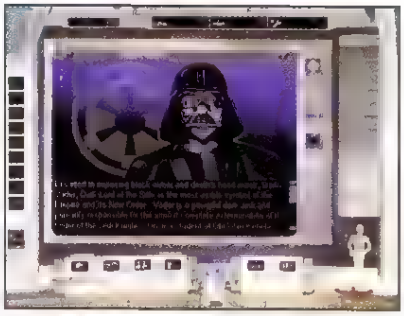
And yet... there were times when I got sucked into the game, for extended periods of time, and really enjoyed the illusion of waging an epic struggle in the Star Wars universe. If you don't mind a staggering learning curve and a complex interface, and you get off on this kind of micro-management, you might really like *Star Wars: Rebellion*. The use of characters as "units" is cleverly done and the espionage/sabotage routines are tasty. I've spent weeks with the game, prepping to write this review, and not all of that time was unpleasant by any means.

But not all of it was fun, either. If that's a schizophrenic verdict, so be it. Some games, you either love or hate, some games you love *and* hate. For me, this is such a game.

William R. Trotter



Ah, the fun Fleet Screen, a combination click-fest and scroll-o-rama that typifies the game interface's wretched excesses.



Playing as the dark side does have advantages. Darth Vader is the Empire's most powerful asset, but he can't be everywhere at once.

Death Star? I don't need no stinkin' Death Star!

Let's face it: Death Stars are cool, and if you're playing as the Empire, you'll be mightily tempted to construct one and go scooting around the galaxy, melting planets. Well, you can, but most players will find that strategy not only heavy-handed but counterproductive as well.

Death Stars require a huge diversion of resources and take ages to construct. If you start building one too early in the game, you'll lose whatever advantage you might have in more conventional weapons. Once you do have a Death Star deployed, the smartest thing to do with it is to add its crushing firepower to planetary bombardments. If you actually destroy the planet — rather than its defensive weapons — the Empire loses a tremendous amount of popular support throughout the galaxy.

And, just like in the movie, Death Stars have a small Achilles Heel that can be successfully attacked by Rebel fighters. They might not get it the first time they try, but sooner or later, one li'l ol' X-Wing will lob a bomb right into that thermal exhaust port and BOOM: no more Mister Death Star.

Not only that, but your opponent — be it human or AI — will send out numerous Death Star Sabotage raids; no matter how well-guarded the space station may be, there's always a chance that one of those raids will succeed, destroying the super-weapon before you can get any sort of use out of it.

PC GAMER FINAL VERDICT

60%

HIGHS: Nice use of Star Wars characters as strategic assets.

LOWS: The interface is monstrous; it never, ever, becomes intuitive.

BOTTOM LINE: Star Wars fanatics and micro-management freaks might like it; all others should try before they buy.

Die by the Sword

Category: Action/Adventure

Developer: Tantrum

Publisher: Interplay Productions, 16815 Von Karman Avenue, Irvine, CA 92606 (800) 969-4263

Required	We Recommend
4x CD-ROM drive; Pentium 100; 16MB RAM	8x CD-ROM drive; Pentium 166; 32MB RAM; Supported sound card, 3Dfx Voodoo Graphics based 3D accelerator

This refreshing dungeon-romp has no shortage of gory delights and bloody mayhem.

One of the trickier elements to pull off in a 3D action game is up-close-and-personal combat. Earlier games have proven that shifting camera perspectives and a lack of depth perception frequently take the fun out of what should be fast and fluid swordfights. To date, most hand-to-hand combat has been represented by console or arcade fighting games, but the sword-swinging intensity of one-on-one bladed combat hasn't been fully realized until now. Members of the Society for Creative Anachronism, take note: *Die by the Sword* is your game.

In *Die*, you're in control of Enric, a burly knight who romps about the countryside killing various creatures, while accompanied by his liege Maya. During a surprise ambush, Maya is kidnapped by the forces of darkness and is taken off to be sacrificed. Enric is pretty miffed and sets off in search of his sweetie.

Though at first glance *Die by the Sword* looks like a *Tomb Raider* clone, the two games have little in common. *Die* is about slaying, with a much larger emphasis on spilling blood than platform-jumping. Over the course of a level, Enric goes about his business by killing everything in a room, then looting the corpses for keys to open doors or potions to restore health. As the game progresses, more puzzle and adventure elements come into play, and you'll have to start using your noodle as well as your reflexes.

Enric fends off an attack, while pondering whether or not the guy in the head-dress is a member of the Orc Village People.

In the arena mode, you can take on multiple enemies — and play as any of the monsters. Notice that the orc in the front is missing a leg.

But the real star of the show isn't the story line, the puzzles, or even the character. It's the new unique method of control dubbed VSIM that allows players to have complete control over their character's movements. In other words, don't bother using the standard "arcade" control setup — it's worthless. The key to enjoying this game is the keyboard based VSIM approach. In other games, when you hit a key to attack, the program calls up a pre-canned animation. In VSIM mode, you make your own moves on the fly. Each key on the number pad corresponds to the position of your sword. If you hold 6 and then tap 4, Enric will pull his sword to the right and perform a straight slash across his opponent's midriff. If you tap 9 instead of 4, he'll sweep upwards at the end of the swing. Momentum and force are also factors to contend with. Standing still, Enric's swings are serviceable (good enough to slash through skin), but with a little added turn in the direction of the swing, the power of the stroke is amplified to a much deadlier degree. The combination of movement and attack controls seems clumsy and unnecessary at first — but when mastered, the VSIM proves to be a valuable asset affording you complete control of your character's attacks.

Once you master the VSIM method, you'll be rewarded with plenty of gory perks in *Die*. More to the point, you can hack off arms, legs, and heads with ease. There's a scene where a squirming kobold is hanging from a rope — you can either cut him down and let him go, or chop off his limbs and cleave off his flesh while batting him around like a tetherball. The damage you inflict on your opponents is readily visible, too, take a chunk out of an enemy's head, and you'll see a red, pasty mess underneath. And for the ultimate twisted thrill, you can always hack off an opponent's limb, then pick it up and bludgeon them to death with it.

The story-based quest is certainly the place to hone your chops, but there are plenty of gruesome thrills in *Die*'s tournament mode. This lets you try out all of the characters, and gives you a variety of trap-laden arenas to play in. The tournament mode is also a multi-player bloodfest for online competition against your friends. While Internet TCP/IP play is prone to lag, IPX play is great; hacking off your best buddy's leg and watching him hop around with a bloody stump is simply too cool for words.

In both the quest game and the tournament mode, one of the few flaws is the free-roaming camera — it can get pretty loopy in the midst of battle as it pans and rotates around Enric and his foe. Luckily, there's always the option to lock the view in an over the shoulder view, but it should've been the default. The creature artificial intelligence is also problematic — though most of them do a good job of surrounding you and attacking from all sides, I've seen instances where they'll fall off cliffs or walk into rotating blades. Then again, I won't complain too loudly — this game is hard, and you'll need all the help you can get.

Die's unique control and high difficulty level may be unappealing to die-hard *Tomb Raider* fans, but there's no denying that this is one of the year's more inventive action titles. The VSIM technology shows a lot of promise — let's hope that its next incarnation can polish up the rough edges, while including all the skull cracking goodness of this excellent game.

Colin Williamson

PC GAMER FINAL VERDICT

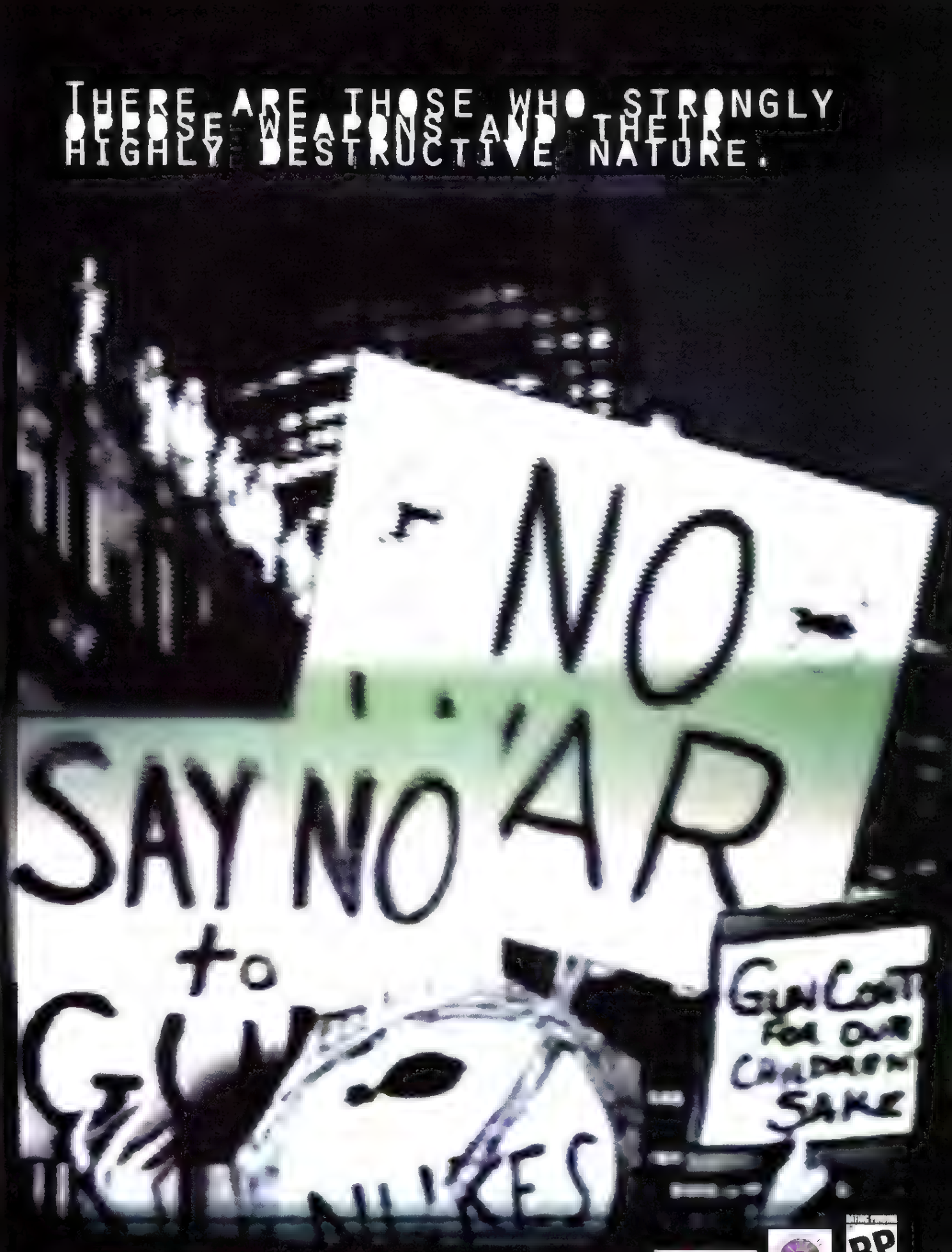
89%

HIGHS: Solid graphics and fun gameplay; innovative control.

LOWS: The VSIM control is difficult to master (especially with a mouse). The roaming camera can make you dizzy.

BOTTOM LINE: Set aside some time to learn the ropes of this game; you won't be disappointed.

THERE ARE THOSE WHO STRONGLY OPPOSE WEAPONS AND THEIR HIGHLY DESTRUCTIVE NATURE.



©1998 Virgin Interactive Entertainment, Inc. Recoil is a trademark of Virgin Interactive Entertainment, Inc. Virgin is a registered trademark of Virgin Enterprises, Ltd. Windows is a registered trademark of the Microsoft Corporation. All rights reserved.

ZIPPER INTERACTIVE

WINDOWS '95 CD-ROM

RP

ESRB

Armor Command

Win95

Category: Strategy

Developer: Ronin Entertainment

Publisher: Ripcord Games, 4701 Patrick Henry Dr., Ste. 1101, Santa Clara, CA 95054 (800) 800-4880

Required	We Recommend
Windows 95; Quad-speed CD-ROM drive; Pentium 90; 16MB RAM; 30MB hard-drive space	Eight-speed CD-ROM drive; Pentium 166; 32MB RAM; Direct3D compatible 3D accelerator

With a 3D world and solid gameplay, this is a nice addition to the real-time strategy family, but it may get lost in the shadow of *Battlezone*.

It's always a shame when a game seems destined to hide in the shadow of a bigger name release Ripcord's *Armor Command* is a good, solid real-time strategy game that will unfairly find itself compared to *Battlezone* simply because it employs a 3D view and has tanks. And that is tragic, because *Battlezone* is a mix of first-person shooter and real-time strategy, while *Armor Command* is a more traditional real-time strategy game that happens to employ a 3D view of the battlefield. While it is not an earth-shattering game by any means, *Armor Command* deserves more attention than it will probably get

Designed by Ronin Entertainment, *Armor Command* takes place in the year 2910, with a war being raged between the United Terran Federation (UTF) and an alien collective known as VRASS You can play as either the UTF or the VRASS, for a total of 44 missions in single player mode, or take on one of your friends in multi-player.

Like every other real-time strategy game out there, *Armor Command* essentially has you building a little base, collecting resources, and carrying out specific mission objectives. The difference here is that your defensive units are much more mobile; in most games of this ilk, once you plop down a missile tower, there it stays, and on an ever changing battlefield, this can lead to wasted resources. With *Armor Command*, however, you can deconstruct the units and move them closer to the front lines, where they can provide an excellent backbone to a mobile front Another nice feature is that you can construct the buildings and weapons at any clear spot on the map they don't have to be within a certain distance of a power plant (or similar structure) in order to function — a feature that has always annoyed the hell out of me

The thing that Ripcord is hoping will set *Armor Command* apart from the rest of the pack is its 3D view. While it does have a satellite view that gives you the familiar top-down perspective, you can enter 3D mode and view the action first hand While this view is a nice change of pace (and helps give you a much better view of the action) the 3D graphics are a bit substandard even when using a 3D accelerator, and pretty crummy in software mode. The vehicles are modeled nicely, but things aren't just as crisp and clear as *Battlezone* has demonstrated they can be

Armor Command does offer the traditional top-down view, although it's easy to lose track of your units during combat.

Another problem is that interface. A menu runs along the bottom which divides your units into offensive, defensive, etc. While this does provide easy access to your units, it gets a bit overwhelming when you have a lot of units and the enemy is doing its best to kick your butt When you toggle through the units in 3D mode, you automatically switch to that unit when using satellite view, you do not When you're trying to attack or defend, it's too big of a pain to have to track all your units down, and those precious seconds can cost you big

On the plus side, *Armor Command* is strong on multi player, offering a variety of set-up choices and some nicely designed maps. Unfortunately, the game will probably get passed over by many gamers simply because they'll compare it to *Battlezone* and move on, not realizing that the games are very different. Nice game, bad timing, Ripcord.

—*William Harms*

The 3D view takes you right down to ground level, giving you a first-hand view of the carnage.

PC GAMER FINAL VERDICT

78%

HIGHS: Emphasis on tactics over brute force; plenty of freedom; cool 3D view of the action.

LOWS: The graphics are so-so; missions become too difficult; interface is cumbersome.

BOTTOM LINE: A good, solid real-time strategy game that fans of the genre should enjoy.

THEY WILL BE THE FIRST ONES TO BITE IT.

ARC SABRE
NAPALM CANNON
NEON BURST CANNON
RAPID-FIRE PULSE GUN
HIGH EXPLOSIVE MORTAR
MOLECULAR DISTORTION MORTAR
PROXIMITY HIGH EXPLOSIVE MINE
PROXIMITY MOLECULAR DISTORTION MINE
TETHER-GUIDED EXPLOSIVE MISSILE
ENHANCED RAPID-FIRE PULSE GUN
TETHER-GUIDED PRACTICAL NUKE
REMOTE HIGH EXPLOSIVE MINE
LOCK-ON EXPLOSIVE MISSILE
LOCK-ON PRACTICAL NUKE
SONIC BURST CANNON
LASER DESIGNATOR
LASER SABRE

WEAPON SEQUENCE
TARGET STATUS DESTROYED
DISTANCE 123.25

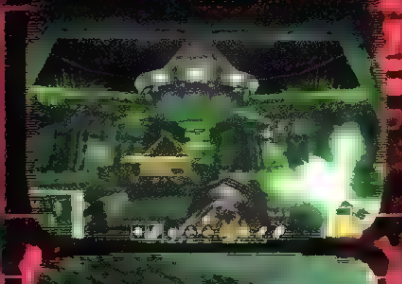
EXPLOSIVE Missile
EXPLOSIVE Mortar

RECOIL

COMMAND A RAPID MOTION BATTLE FORCE TANK FROM A FIRST- OR THIRD-PERSON PERSPECTIVE. MORPH IT INTO FOUR DIFFERENT VEHICLE TYPES: LAND, HOVER, AMPHIBIOUS, AND SUBMERSIBLE. TOTE 15 HIGH-POWERED WEAPONS OF MASS DESTRUCTION. BATTLE YOUR WAY THROUGH SIX TREACHEROUS, MISSION-BASED WORLDS. MANIPULATE HIGH-TECH INDOOR ENVIRONMENTS AND STRIKING OUTDOOR TEXTURES. OR BECOME ONE WITH THE EARTH.

MOLECULAR DISTORTION MORTAR

DAMAGE
RANGE



Unaccelerated screenshots.
Download demo coming soon.
Check www.vie.com for details.

RECOIL™

coamer.com/request Product #841

NBA Action 98

Win95

Category: Sports

Developer: Sega

Publisher: Sega Entertainment, P.O. Box 8097, Redwood City, CA 94063 (800) 872-7342

Required	We Recommend
Windows 95; Double-speed CD-ROM drive; Pentium 90; 16MB RAM; 20MB hard-drive space	Pentium 200; 32MB RAM; 100MB hard-drive space; Gamepad

Though it's not as polished as EA Sports' hoops game, gameplay is what counts most — and Sega's latest has it in spades.

In the PC hoops stakes, EA Sports' NBA Live series has ruled the roost for a long time now, and even though *NBA Live 98* is a real doozy, there's always room for some healthy competition. *NBA Action 98*, Sega's first basketball outing on the PC, takes the ball right at EA Sports, and despite a few rookie mistakes, does a bang-up job of giving basketball fans another option.

One of the most noticeable mistakes is the lack of 3D hardware support. This game supports several resolution modes, but even at the highest setting of 640x480 with 16-bit color (which requires a P200 or better to get a decent frame rate), the on-court graphics, while good, don't compare to *Live 98*. In the lower res modes, things become a blocky, pixelicious mess, giving you fits while you try to follow the ball and your players' positioning. The motion-captured moves, however, are outstanding. There are even "signature moves" for certain players. Real faces have been texture mapped onto the players, and the height and girth of each is accounted for in the modeling. Again, while not quite up to *Live 98*'s standards, it's a decent job all around.

Which brings us to the interface. While it's not a sparkling example of efficiency or style (you can't use the mouse for example, betraying the game's console roots), it gets the job done, and allows you to tweak every facet of the game to your liking. You can also create your own teams and players with the easy-to-use editor, and the game will keep user records so you can keep track of your individual stats.

A practice mode is available where you can work on your moves and show off your dunking ability. I'm about to make this shot!

There are 11 camera angles available on the court. I found the Side High to be the most effective for all-around play.

The most important area of any game is how well it plays, and this is where *Action 98* struts its stuff. Sure, there are some problems that need to be addressed, but such is the case with every sports game (including *Live 98*). The most noticeable ones are being able to steal the ball from the computer too frequently, and computer-controlled players that have the shot-blocking ability of Manute Bol. The game clock moves a bit too slowly, so you'll have to cut down the quarter length to the eight-minute mark. And at the highest difficulty level, the computer team has a marksman like aim at the basket. This last aspect actually gives the game good longevity in the single-player mode, as it will take all your skill to hang with the computer opponents. The middle level of difficulty is quite challenging as well, and the intelligence of the players on the court is exceptional. They will find the open man with a pass, set monster picks to free up teammates, and play some tenacious defense. They will even throw a long outlet pass to a teammate streaking down court on the fast break; something that rarely occurred in *Live 98*. The most noticeable of the improvements over *Live 98*, however, is the presence of free throws. You can adjust the frequency of calls at the start of a game, and calls will be made for and against both human and computer-controlled sides. The CPU squad is still favored by the zebras (referees), but the discrepancy is tolerable. Multi play supports as many as five players, but only at the same computer using daisy-chained controllers; no LAN, modem, or Internet play is available.

NBA Action 98 is a game that has to be played to be appreciated. If you were to view *Action 98* and *Live 98* side by side, there would be no comparison when it comes to sheer production value. But you have to remember that EA Sports has been refining its basketball franchise for a few years now, and Sega's game is a first effort, at least on the PC. The playability of both games is similar, with each having a few flaws, but the nod actually goes to *Action 98*, if only for the foul shooting. Kudos to Sega for making an extremely playable and fun game, and I hope that next year it can continue to improve on this solid effort and bring the technology up to date.

—Rob Smolka

PC GAMER FINAL VERDICT

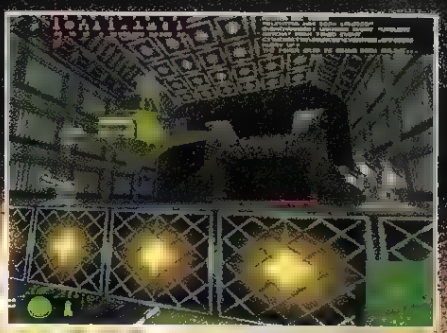
87%

HIGHS: Players perform realistically; great motion-capture work; free throws!

LOWS: High system requirements; a bit behind the technology curve all around.

BOTTOM LINE: If you can live without the glitz and glitter, the gameplay will win you over.

MOST GAMES ASSUME YOU DON'T HAVE A BRAIN.



ADRENIX

Not for the mazed and confused, ADRENIX uses a new powertool: your mind. So use it—to beat a new path. Before it beats you.

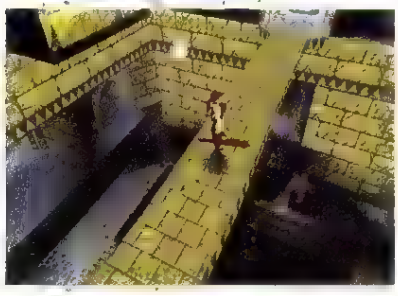
- Exciting 3-D environment plunges you into action—with or without 3-D acceleration!!!
- Intriguing storyline with pre-rendered and in-game cinemas
- Battle with up to 8 players in fierce head-to-head combat.
- 23 detailed levels and missions to challenge the players' tactical skills.

PC CD-ROM

www.playmatestoys.com

Adrenix designed and developed by Digital Dialect. © 1998 Playmates Interactive Entertainment Inc. PIE® is a registered trademark of Playmates Interactive Entertainment Inc. All rights reserved. The Playmates Interactive Entertainment Inc. Adrenix and Digital Dialect logos are trademarks of their respective owners. 3Dfx copyright © 1997 3Dfx Interactive, Inc. The 3Dfx Interactive logo, Voodoo Rush are trademarks of 3Dfx Interactive. ©1998 SegaSoft Networks, Inc. All rights reserved. HEAT, HEAT.NET and the HEAT logo are trademarks of SegaSoft Networks, Inc.

Go to www.pcgamer.com/request Product #602



PC CD

IAN LIVINGSTONE'S

DEATHTRAP Dungeon

"Beat me. Whip me. Just don't hit that Quit button." Consider it your battle cry. Then bring on the skeletal warriors, zombies and over 50 other undead denizens. Each one is a chance to slice and dice like a Ginsu knife gone bad. An opportunity to master the 13 death implements at

your disposal. Or play the PC version and leave the other on-line players crying for more. Because in these 10 cavernous levels of evil traps, it's all about blurring that fine line between pleasure and pain. And just when you think you can't take it any longer, consider the alternative.

EIDOS

You've been warned.

Deathtrap Dungeon and Eidos Interactive are trademarks of Eidos Interactive. ©1998 Eidos. Gawk is a registered trademark of Scott Foster Company which has no affiliation with Eidos Interactive. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.

RANGERS NEVER GO IT ALONE

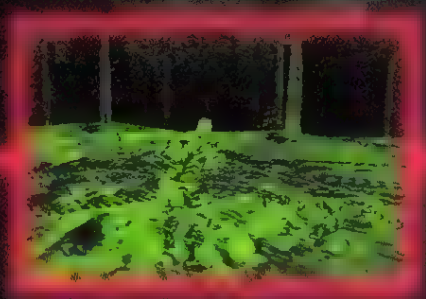
A second Ranger goes where you go, watching your back, following your commands—and trusting you with his life.

JOIN THE RANGERS, SEE THE WORLD

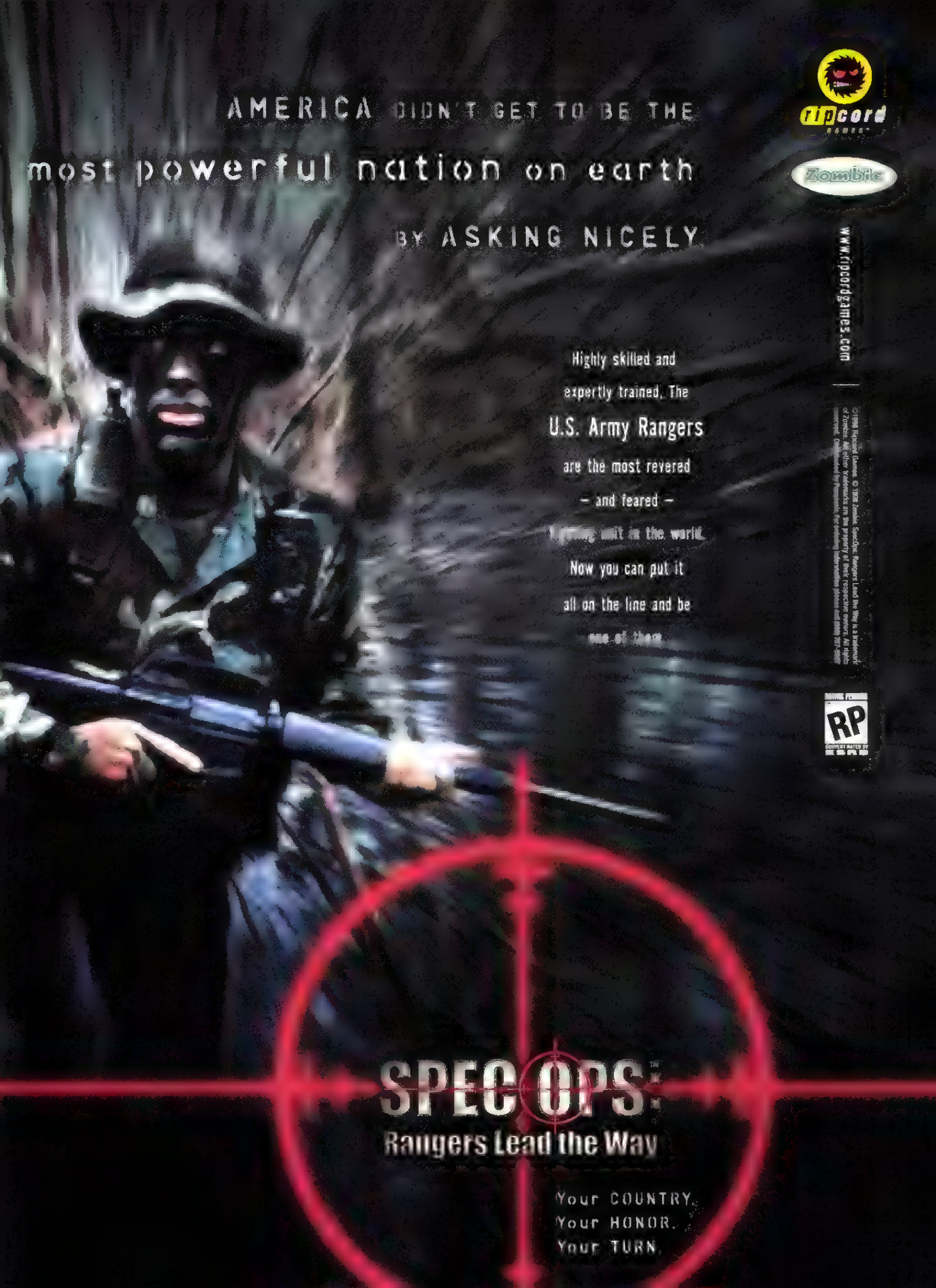
SpecOps: Rangers Lead the Way takes you from snowy Korean forests to steamy South American jungles.

RANGERS ALWAYS SWEAT THE DETAILS

From uniforms and vehicles to the foreign languages spoken by enemy soldiers, everything is authentic.



Like the U.S. Army Rangers, **SpecOps: Rangers Lead the Way** isn't for lightweights. It's intensely real, with motion-capture technology, photorealistic textures, stunning outdoor 3D environments and actual ambient and weapons sounds. Your missions range from blowing up SCUD bases in North Korea to rescuing hostages in Afghanistan. You might even receive a medal. But that's not why you signed up. You joined to uphold the honor of the Rangers and your country. So let's go, soldier. Your country needs you.


AMERICA DIDN'T GET TO BE THE
most powerful nation on earth
BY ASKING NICELY
Highly skilled and
expertly trained. The
U.S. Army Rangers
are the most revered
– and feared –
fighting unit in the world.
Now you can put it
all on the line and be
one of them.
ripcord
GAMES
Zombie
www.ripcordgames.com
RP
SPEC OPS:
Rangers Lead the Way
Your COUNTRY.
Your HONOR.
Your TURN.

Battlezone

Win95

PC GAMER EDITORS' CHOICE

Category: Action/strategy

Developer: Activision

Publisher: Activision, 3100 Ocean Park Blvd., Santa Monica, CA 90405 (800) 477-3650

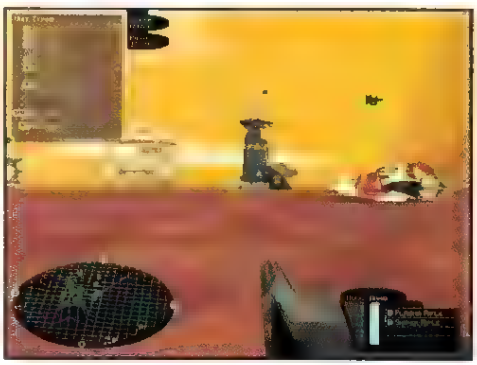
Required	We Recommend
Windows 95; Double-speed CD-ROM drive; Pentium 120; 16MB RAM; 210MB hard-drive space; Super VGA; Mouse	Quad-speed CD-ROM drive; Pentium 166; 32MB RAM; Direct3D compatible accelerator; Supported sound card

This update of a classic is one of the most addictive games we've seen in a long time.

After it snapped up the rights to Atari's classic coin-op *Battlezone*, there was more than a passing concern by some gamers that Activision would take the quick-and-easy route by dressing up an old favorite and shoveling it out the door in the hope that nostalgic name recognition would see it through. In the hands of most publishers, that's exactly what would've occurred, but lucky for us, Activision had much bigger plans in store. Mixing elements of action and strategy along with sharp graphics and an entertaining story line, this new *Battlezone* emerges as the most addictive, ingenious and approachable game to appear in a long while.

While there is a nice tie in to the original — you still drive a tank (a hover tank to be exact) this is *not* the *Battlezone* you remember from the arcades. Set during the space-race of the late sixties, *Battlezone* kicks off with a good old fashioned "Us versus Them" conspiracy tale that pits the USA against the Soviet Union in the dark reaches of space.

It seems that during the early days of the space program an alien alloy (referred to as bio metal) was discovered on the moon that allowed researchers to make amazing advances in technology. Unfortunately, competition for this mysterious metal became fierce as both superpowers (U.S. and USSR) began amassing forces on the surface of the moon. The Soviets launched covert operations under the guise of its space program; while NASA's highly-publicized lunar mission became the cover story for the USA's secret military build-up on the moon.



This Soviet base is busy cranking out defensive turrets in preparation for a half-hearted assault from Joel. The little flags above the vehicles indicate this is a multi-player game.

While the story is a bit far-fetched, it's extremely well done and very entertaining. More importantly, the story translates into a solid premise for both the action and strategy portions of the game. The single-player mode can be played from either the U.S. or Soviet sides, but the game is designed to be played from the U.S. side first. During the first few missions on the U.S. side, players are gradually eased into *Battlezone*'s seamless mix of real-time strategy and action, and from there, chances are you'll be hooked.

Starting with a bio-metal recycler (the most basic construction unit), you'll construct vehicles to scavenge scraps of bio-metal, build base defenses, and construct new base vehicles capable of building more advanced structures and vehicles. You command all the action from the cockpit of your hover tank, one of several specially-designed attack craft capable of negotiating the harsh environments of alien worlds.

Controlling the action should be second nature to most action fans, with a combination of mouse and keyboard controls (joysticks are also supported) similar to those in *Quake*. But unlike the easy key re-mapping of *Quake* and its ilk, customizing the controls to your liking in *Battlezone* can tricky, and occasionally impossible. My preferred mouse/keyboard configuration — A for forward, Z for back, Left shift for left strafe, and X for right strafe — can't be duplicated in *Battlezone* simply because the Left shift key can't be remapped. Additionally, getting a customized setup in place is a pain if you want to re-map a key that's already in use, since you'll have to change that key first, then re-map the desired key.

The rest of the interface however, is a textbook example in efficiency. by

Handy pop-up information windows give you quick reminders of each unit and its purpose in the game. It'll even tell you how to use 'em.

U.S. vs. USSR

Ever wonder what the four horsemen of the future will be riding? Take a look at our handy guide for *Battlezone*'s deadly front line units.

[U.S. UNITS]

Razor
Lightly armored fast attack craft. Best used for reconnaissance.

Grizzly
Well armored, agile, and heavily armed, the Grizzly is the main battle tank of the U.S. forces.

Wolverine
Sluggish and bulky, the Wolverine is no dogfighter, but with multiple missile bays, it doesn't need to be. Use in pairs for devastating results.

Bobcat
Smaller sibling to the Grizzly, the Bobcat is a cheap light attack tank for those times when you need to tighten your belt.

Thunderbolt
When the going gets rough, the Thunderbolt gets tough. Carrying two fire-and-forget rocket bomb pods, the Thunderbolt delivers a devastating blow where needed.

Sasquatch
Built as a giant go-anywhere mobile gun platform, the Sasquatch strikes fear wherever it goes thanks to its fearsome firepower capable of eliminating enemy defenses before they know what hit them.

[USSR UNITS]

From the external view, you'll be able to get a broader overview of the surrounding terrain. Looks like a good place to set up camp.

using just a few number keys on the keyboard, you can easily manage all aspects of command; whether it's building tanks, defenses, or ordering an attack, you'll hardly ever need to take your eyes off the action. About the only time you need to divide your attention between action and management is when you have to designate construction areas for your constructor, or specify locations for turrets and howitzers. Other than these few instances, you're free to be a mobile and active part of the fight while still commanding the bigger picture.

Under your command is a range of offensive vehicles made up of fast scout craft, well armored tanks, deadly bombers, and mobile artillery; the opposition has the same. Using the same simple control interface used to build your base, you'll order your forces to defend a building, attack a target, hunt for enemies, or follow you. But unlike most games, where you send wave after wave of expendable units at an enemy's defenses, the catch is that you'll only be able to have ten offensive and defensive vehicles at any one time and every vehicle needs a pilot. When a tank or vehicle is destroyed, these pilots are ejected and must make their way back to the base on foot. Unfortunately they also make tempting targets for passing vehicles. Even if you've got enough resources on hand, you won't be able to build a new tank until there is a pilot to take the wheel.

This last bit plays a large part in how you'll fight in *Battlezone*. You've got to pick your fights with care, hitting vulnerable targets in swift aggressive strikes to avoid taking losses, and you've also got to know when to retreat behind your defenses.

This continuing process of fast attack and constant defense gives the battles in *Battlezone* a constantly evolving and dynamic feel and throughout each of the single player missions, chances are you'll learn something new. And when the single player game is exhausted, *Battlezone*'s serial, modem, IPX, and TCP/IP support for up to eight players is certain to extend its life for some time to come. Standard *Quake* style deathmatching is available, as is the full strategic game. While the deathmatch option is a fun no-brainer, most players will gravitate to the chaos and conflict of the multi-player strategy games. This is some of the most intense multi-player action you'll find as fierce battles erupt for control of sparse scrap fields, friendly pilots get squashed, and defenses are laid to waste. It's fast, furious, and incredible amounts of fun.

With its gorgeous graphics (even better with hardware acceleration), excellent single player missions, raucous multi-player action, flawless presentation, and effortless interface, it's hard to find much to complain about in *Battlezone*. If you ever thought that action and strategy was an unholy alliance, sit back and let *Battlezone* rewrite the rule book for you.

Todd Vaughan

A freshly built gun tower stands ready to take on all comers as the constructor vehicle prepares to build even more defenses.

PC GAMER FINAL VERDICT

93%

PROS: Sharp graphics; slick interface; excellent single-player and multi-player missions.

CONS: Some fuzzy AI; fussy keyboard re-mapping.

BOTTOM LINE: Activision has delivered a fine-tuned mix of action/strategy that's destined to change the way we look at this new genre.

Semper Fi

Win95

Category: Wargame

Developer: Stanley Associates

Publisher: Interactive Magic, P.O. Box 13491, Research Triangle Park, NC 27709 (919) 461-0722

Required	We Recommend
Win95; Quad-speed CD-ROM drive Pentium 90 or higher; 30MB hard drive space; SoundBlaster compatible sound card	Pentium 133

Here's a thoughtful, intelligent wargame that embodies some innovative concepts, but only if you can figure out how to play it.

In more ways than one, *Semper Fi* is a throwback to the hoary old days when board games ruled. For one thing, it *is* a board game; more interestingly, though, it manifests an attitude that hearkens back to the Grognard Era, when only sissies needed tutorials, and gamers were expected to intuit the designers' concepts through telepathy. In other words, don't take *Semper Fi* lightly. Even though I've been playing wargames since about 1958, I was completely stumped by *Semper Fi* for a whole day. Only after a friend at Interactive Magic patiently explained what the basic game concept was did I penetrate the veil, experience enlightenment, and start enjoying myself.

What we have here is a game that makes no concessions to consumer inexperience: no tutorial, a vague and incomplete manual, a don't-ask-don't-tell interface that's about as intuitive as Sanskrit, and graphics that might charitably be described as utilitarian.

Yet once you unlock the basic concept, and figure out the mechanics of play, you'll find an intelligent, extremely realistic, action-packed wargame that does a remarkable job of replicating U.S. Marine Corps tactical doctrine.

Here's the secret (it's alluded to in the manual, but never really spelled out with any clarity): Each "turn" is made up of phases, during which you move and/or fire; you can move individual squads and platoons, or you can "activate" a headquarters and move, by platoons, an entire company — whatever suits you. You can continue moving units as long as at least one is blinking. The current phase is over when the blinking stops, or when you decide not to move any more units.

From here the computer assesses the situation and the orders you just issued. If it decides that your side retains "initiative", you get another phase — during which you may be allowed to move only one unit. Eventually, the enemy side gets its phase. When neither side has any blinking units left (or when you decide, for some reason, to end this batch of phases), the turn is complete. There are a few things to keep in mind, however. There is no set number of phases. And if you want to move more than one unit per phase, you'd better "activate" a headquarters unit.

As in most wargames, stacking (i.e., how many men and weapons can be crammed into one hexagon) plays a major part in the system, but in *Semper Fi* one of board-gaming's great traditions — attacking with the combined strength of every unit in a hex — is stood on its head. Attacks are delivered sequentially, meaning that the first attacking unit is going to catch the heaviest fire, which means, in turn, a fairly subtle element of tactical planning.

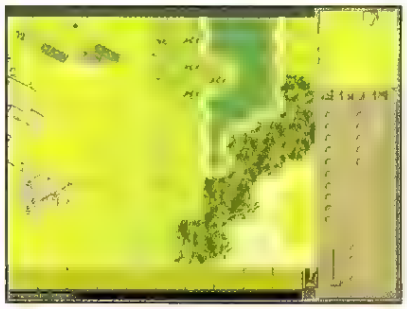
Once you get passed the Acme Anvil Company interface and grow accustomed to moving and firing in ways that may at first seem very awkward, you'll discover that *Semper Fi*'s virtues outweigh its flaws. Here's a game that rewards good planning, concentration of force, judicious application of supporting fire, and terrain-savvy maneuvering. The comparison that springs most readily to mind is *Tac-Ops*, and I suppose great rivers of electronic ink will flow when the debate heats up as to which is the more realistic tactical sim. Hell, they're both good and neither one is very user-friendly.

Pre-packed scenarios number just 15 (Korea, Vietnam, and hypothetical hotspots), however, and the three "campaigns" are not very dynamic. On the other hand, there is a relatively powerful scenario editor (which you can only read about in the online documentation), and a staggering variety of U.S. and foreign units to play with.

While I cannot recommend *Semper Fi* as an "entry-level" wargame, I can heartily recommend it to those old timers who hanker for an old-fashioned, turn-based, figure-it-out-or-die Grognard-era boardgame, only without, of course, the mess and fuss of pencil and paper.

—*William R. Trotter*

Graphics are about on par with a typical late-1970s board game; you'll either like that or hate it. Let the debate begin.



The scenario editor encompasses a huge number of units and weapons, but you'll have to use the online help to find out how to use it.

PC GAMER FINAL VERDICT

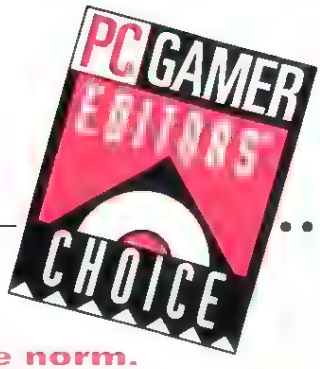
75%

HIGHS: Mouse-driven interface is easy to use; lots of games for one price.

LOWS: Impenetrable interface, ambiguous manual, limited number of scenarios.

BOTTOM LINE: Experienced wargamers may love it, but the timid need not apply.

Burnout



Category: Simulation

Developer: Bethesda Softworks

Publisher: Bethesda Softworks 1370 Piccard Dr., Suite 120, Rockville, MD 20850-4304 (301) 926-8300

Required	We Recommend
Double-speed CD-ROM drive; Pentium 75; 16MB RAM; DOS 5.0+; VESA 2.0 compliant Super VGA; 70MB hard-drive space	Quad-speed CD-ROM drive; Pentium 166; 32MB RAM; 3Dfx Voodoo Graphics-based accelerator card

This tire-smoking, fire-breathing, drag strip sim is a refreshing change from the norm.

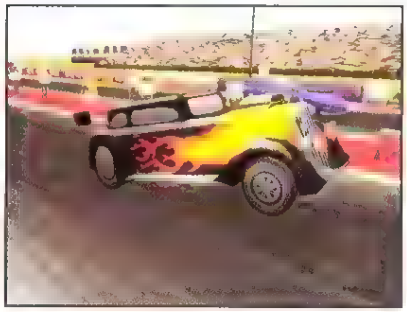
After making an uneventful entry into the driving genre with the futuristic *X-Car Experimental Racing*, it seemed that Bethesda Softworks would be a one time only entry in the competitive field of motor sports simulations. But with the help of the folks at *Hot Rod Magazine*, Bethesda is back with a sophomore effort putting the hammer down with *Burnout: Championship Drag Racing* — a simulation based on the world of sportsman class drag racing. Yep, you heard right, drag racing. Ordinarily, we'd ask our readers to be open-minded about such things, but there's simply no point beating around the bush on this one: if you think drag racing is about as much fun as watching paint dry, *Burnout* will do little to change your mind. However, if you're one of the thousands of the hopeless shade tree mechanics in the world who dream of hopping up the daily driver and taking it out to the local drag strip for a few sub-seven second runs, *Burnout* should be right up your alley.

Much like real-world drag racing, the core gameplay of *Burnout* is based on two simple ideas: tooling down the track at insane speeds and building and fine tuning a race worthy car. In both respects, *Burnout* delivers without a hitch. While most modern racing games allow you to tinker with settings through a predefined range, in *Burnout*, you're given free reign to customize every aspect of your car through an intuitive interface comprised of pull down menus and graphs. There are literally hundreds of things to consider: engine size, number of cylinders, intake and exhaust valve size, compression ratios, timing, tire size, exhaust diameter... you get the idea. Muscle car aficionados will also appreciate the detail that's gone into making sure all the parts and pieces are accurate — all the classic big block and small block motors are in, as are popular transmissions and rear-end ratios.

Once you've built a car, *Burnout* keeps pace with believable results on the track. Both the software-rendered and the 3Dfx enhanced graphics do a great job of showing off the power and performance of these cars with lots of subtle visual effects. Tires distort, sparks fly, and smoke chokes the track during pre-race burnouts. Under hardware acceleration the art and graphics are not quite up to par compared to most 3Dfx enabled games, but chances are you'll rarely have time to notice. Drag racing is a fast and demanding sport that requires total concentration, and keeping these powerful beasts on the straight and narrow isn't nearly as easy as it might seems. As you apply more horses to your car, its characteristics can change subtly or dramatically, leading to unpredictable results on the track. The result is a constant give and take between tweaking and refining your car and testing it on the track in quick, adrenaline-pumping runs.

While you'll get the most out of the game if you buy into the concept of constantly tweaking and refining your car to compete against cars of the same class, it's possible to bypass the garage and head straight for the track by entering bracket racing competitions. In bracket racing, you select an estimated time based on your practice runs, and attempt to meet that time — usually within a few hundredths of a second without going under. This style of race allows cars like dragsters and funny cars to race against slower street rods. But it's also much trickier than it sounds. If you've padded your estimated time with a few 10ths of a sec-

Meet the "Joel Beater," an 1800 horsepower car capable of beating every jalopy *PC Gamer*'s technical editor can slap together. It also works wonders on assistant disc editors.



Burnout manages to do the unthinkable by bringing drag racing to the PC in a fun and believable manner.

ond, you'll have to be careful not to outrun your E.T., or you'll lose by default. If there's a tie, the win goes to the player who was fastest off the light.

Additionally, you can set the game for a quick race against a random car, or engage in a complete season against up to 64 computer controlled cars. While the computer cars are good for honing your performance off the line, the best way to play *Burnout* is against like minded grease monkeys online via the built in modem, LAN, and Internet support. Though Mplayer support was still under construction at the time of this review (though it should be up by the time you read this), there's already an official *Burnout* racing league at *www.armageddon-gaming.com/SHRA*, planning scheduled races.

While the concept of drag racing on your PC is a bit ridiculous if you think about it for too long, Bethesda has made a very strong case in its defense. If you're the least bit interested in drag racing and don't mind getting your hands dirty under the hood, *Burnout* is a surprisingly solid and enjoyable game that will stay on your hard drive for some time to come.

Toda Vaughn

PC GAMER FINAL VERDICT

88%

HIGHS: Efficient interface; sharp graphics; good sound effects.

LOWS: Needs more classic cars. Mplayer support not up when it shipped.

BOTTOM LINE: If you're a speed freak that doesn't mind getting your kicks a few seconds at a time, look no further than *Burnout*.

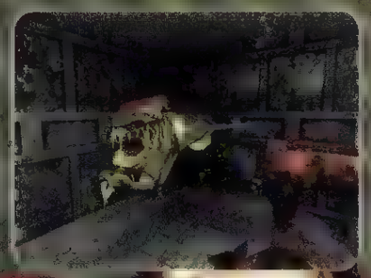
turn, run, turn, turn
run, turn, run, turn
turn, turn, run, run
run, turn, run, turn
turn, run, run, run
run, run, turn, run
turn, turn, run, run
run, run, slam door
breathe, breathe

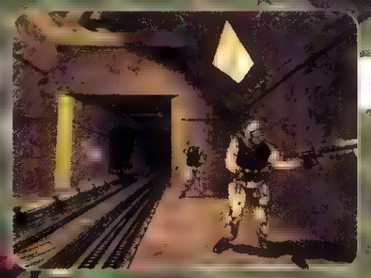
feeling safe?

Think again. You can run. You can hide. But these guys can smell you. And they'd like to get a taste. Change course, they'll follow. Take cover, they'll team up to flush you out. Slam a door, they'll get it open. They're hunting you down. So ask yourself: Is your will to live stronger than theirs?

HALF-LIFE

SHOOT TO KILL. THINK TO LIVE.





MATURE
M
CONTENT RATED BY ESRB

© 1997 Sierra On-Line, Inc. ® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc., Bellevue, WA 98007. All rights reserved. © 1997 Valve L.L.C. All rights reserved. Valve and the Valve logo are trademarks of Valve L.L.C. This product contains software technology licensed from Id Software, Inc. ("Id Technology"). Id Technology © 1996 Id Software, Inc. Direct3D is a trademark and Microsoft and Windows are registered trademarks of Microsoft Corporation. OpenGL is a trademark of Silicon Graphics Computer Systems.

PLAY FREE ON

SIERRA STUDIOS
SIERRA.COM/HALF-LIFE

DEVELOPED BY
VALVE

CONTINUE

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

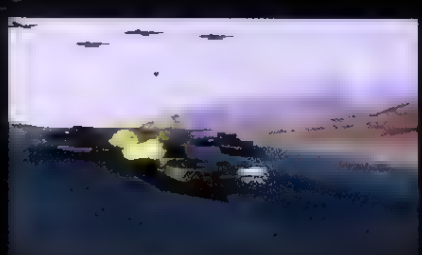
Thank you!

THIS IS A FILLER PAGE TO MAKE 2-PAGE BOOK VIEW ALIGN PROPERLY.
YOU MAY CONTINUE.

This Summer Real-Time Strategy War Gaming will be changed Forever... Introducing

WARTORN™

www.wartorn.com



Produced by

Eyst

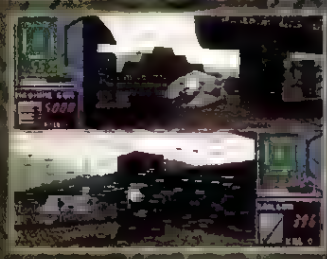
PC CD-ROM

3D ACCELERATED

Published by

IMPACT

Copywrite © Eyst Pty. Ltd. All rights reserved. WarTorn is a registered trademark of Eyst Pty. Ltd. All trademarks and all registered trademarks are the property of their respective owners.



Rescue the Vice President of Marketing .
Defuse nuclear warheads.
Race through a burning spaceport.
Teleport a battle cruiser into the heart of a sun.
Save humanity from certain extinction.

The Corporate Empire might even cover your overtime.

TWENTY-SEVEN BIG LEVELS of single or multi-player 3-D action

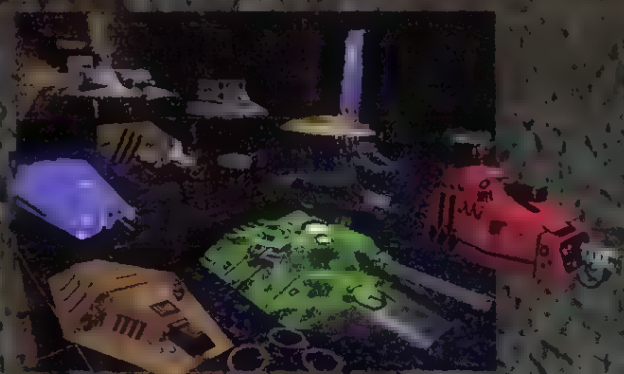
RICH ENVIRONMENTS with **INTERACTIVE CD-QUALITY** music

CUSTOMIZABLE VEHICLES with over 25 weapons and systems

INTELLIGENT OPPONENTS with morale and unique tactics

TWO PLAYER SPLITSCREEN option in team or deathmatch play

KILLER GRAPHICS with or without acceleration



MAD GENIUS SOFTWARE

www.madgenius.com

Go to www.pcgames.com/request Product #46

GUNMETAL
THE ASSAULT BEGINS
AUGUST 1

Last Bronx

Win95

Category:	Arcade fighting
Developer:	Sega AM3
Publisher:	Sega, P.O. Box 8097, Redwood City, CA 94063 (800) USA-SEGA

Required	We Recommend
Windows 95; Double-speed CD-ROM drive; Pentium 90; 16MB RAM	Pentium II 333; Eight-speed CD-ROM drive; Supported sound card; Gamepad

Sega gives us the Neo-Tokyo equivalent of *West Side Story* (minus all the mushy love parts) in this promising, yet flawed, brawler.

When it comes to weapons-based fighting games, the PC has had some pretty weak offerings, made up mostly of lack-luster ports from the consoles. Fortunately, Sega has helped to ease our pain with *Last Bronx*, a port of an arcade fighter that never made it to the States.

Last Bronx takes place in the urban wastelands of Neo Tokyo, where eight rival gangs are battling it out for con trol of the city. But there's none of that honorable hand to hand combat here. *Last Bronx* is all about bludgeoning, and you can dish out the hurt with weapons that range from three-sectioned-staffs to nunchucks.

Most of the combatants are teenage street thugs, and have that pissed off yet sincere attitude so common amongst the Gen X crowd. The manual does a nice job of tying them all together through rivalries and friendships, and you start to feel something akin to an actual plot as you watch the cutscenes that pop up before the final fight.

After Yusaku's pick-up lines fall flat, militia-girl Yoko goes in for the kill with her tonfas.

Sultry biker Nagi gives Tommy a lesson in humility. If your timing is good, you can juggle your opponents while they plummet to the ground.

Last Bronx has a very Asian feel, thanks to real life Tokyo locations, kanji laden billboards, spoken Japanese taunts at the end of each round, and an anime opening with a J Pop soundtrack. Of course, none of th.s will make sense to Japanese illiterate players, and the subtitles don't help much. Equally bizarre are the Americanized names of the fight locations, like "Lust Subway" and "Naked Airport."

Fortunately, *Last Bronx*'s gameplay makes up for any cross-cultural snafus. Multi-hit combos can be chained together using the traditional three-button scheme, and hitting the guard button during one of your own combos will cancel it midway through. An air combo training mode lets you practice whacking your opponents into the air, and then juggling them as they plum met to the pavement. And on the aes thetic side, the menus have been cleaned up from Sega's past games, and memorizing F-keys to access different option screens is no longer required.

When you set *Last Bronx* to its highest level of detail, you'll be stunned. The texture work, animated 3D back-grounds, and weapon-tracing effects work together to create the best looking fighting game on the PC. Character movement is superb, and each warrior's fighting style is visibly different. Attacks and hit animations have enormous "oomph" to them, and watching your character get nailed in the face with a giant hammer will make you cringe.

But on anything less than a Pentium II, the frame rate is simply appalling. Unless you're packing major computing power, you're going to have to bump down the detail to neo cubist levels because *Last Bronx* starts dropping moves when the slow-down kicks in, and the result is virtually unplayable. When I reduced the color depth, knocked down the resolution, and killed the 3D backgrounds, the game played excep tionally too bad it looked like a pile of kuso (Japanese for you-know-what).

Once again, Sega has slapped gamers in the face by neglecting 3D acceleration. All of *Last Bronx*'s perfor mance issues could be remedied with competent 3Dfx or PowerVR2 support, yet Sega seems to be content shipping a quick hack of the Saturn version and promising a D3D patch later on (we're still waiting for the *Virtua Fighter 2* patch, which has been in development for lord-knows-how-long).

If *Last Bronx* wasn't such an abom-inable performance hog (or included 3D support to make up for the miserable software based rendering), I'd recom mend it without a moment's hesitation. If you've got an insanely powerful system and need a beat-em-up fix, this is worth a look — otherwise, you'll want to hold off and see if a D3D patch ever surfaces. It's time to get with the program, Sega.

Colin Williamson

PC GAMER FINAL VERDICT

67%

HIGHS: Great Virtua-style game-play. Stunning graph-ics on fast machines like a Pentium II.

LOWS: Agonizingly slow performance on any lower-end machine; no D3D support.

BOTTOM LINE: This is a good fighter, but the performance issues make it hard to recommend.

Star Trek Pinball

Win95

Category:	Arcade/Pinball Sim
Developer:	SCI
Publisher:	Interplay, 16815 Von Karman Avenue, Irvine, CA 92606 (800) 969-4263

Required	We Recommend
Win95; 2x CD-ROM drive; Pentium 90; 16MB RAM; 15MB hard-drive space	Pentium 133; 32MB RAM; Supported sound card

Let's face it, pinball simulations are a dime a dozen these days. Some are more realistic, some offer more variety, and others just plain suck. But a really good pinball game is something special, capturing the look and feel of those great old quarter eating dinosaurs of our youth. In this latest entry, Interplay has captured the look of those great old tables, but somehow threw the baby out with the bath water by delivering a pinball simulation that doesn't play or feel right.

First, a few basics. There are three tables to choose from, each based on familiar Star Trek imagery and characters. The best of these tables is To Boldly Go. It includes a great picture of Kirk in the center surrounded by a number of cast and alien characters you're sure to recognize. The machine's main targets consist of a number of ramps, but the weak flippers make it extremely difficult, as well as frustrating, to whip the ball hard enough to nail them.

If you move over to the Qapla table, you're treated with a great audio clip of the Klingon line "We Klingons have a reputation for ruthlessness." The table, of course, has a decidedly Klingon theme to it — it's dark and brown, and it's got Qapla's face stuck on it. There are a number of ramps and targets to go after, but again, the feeble flippers barely allow the balls to reach their marks.

The head to head pinball machine is a novel idea that could have used better execution. Both players go at it simultaneously, each having a never ending supply of balls fed to their side of the table. There are plenty of targets. You can play to see who knocks down all the targets first, or gets to a certain number of points. Each time a ball is fed, you hear Dr. McCoy say "very dead Mr. Spock." In this case, I think Spock must have been asking about the flippers.

It seems *Star Trek Pinball*'s main purpose is to snag the rabid (and gullible) portion of the Trek audience, with gameplay that was simply thrown in as an afterthought. Yet, even with all the Trek references, most Trekkers will be greatly disappointed by the slip-shod pinball action inside.

Joseph Novicki

To Boldly Go is the most well-balanced of the tables, but the flippers will still frustrate the most ardent pinball wizards.

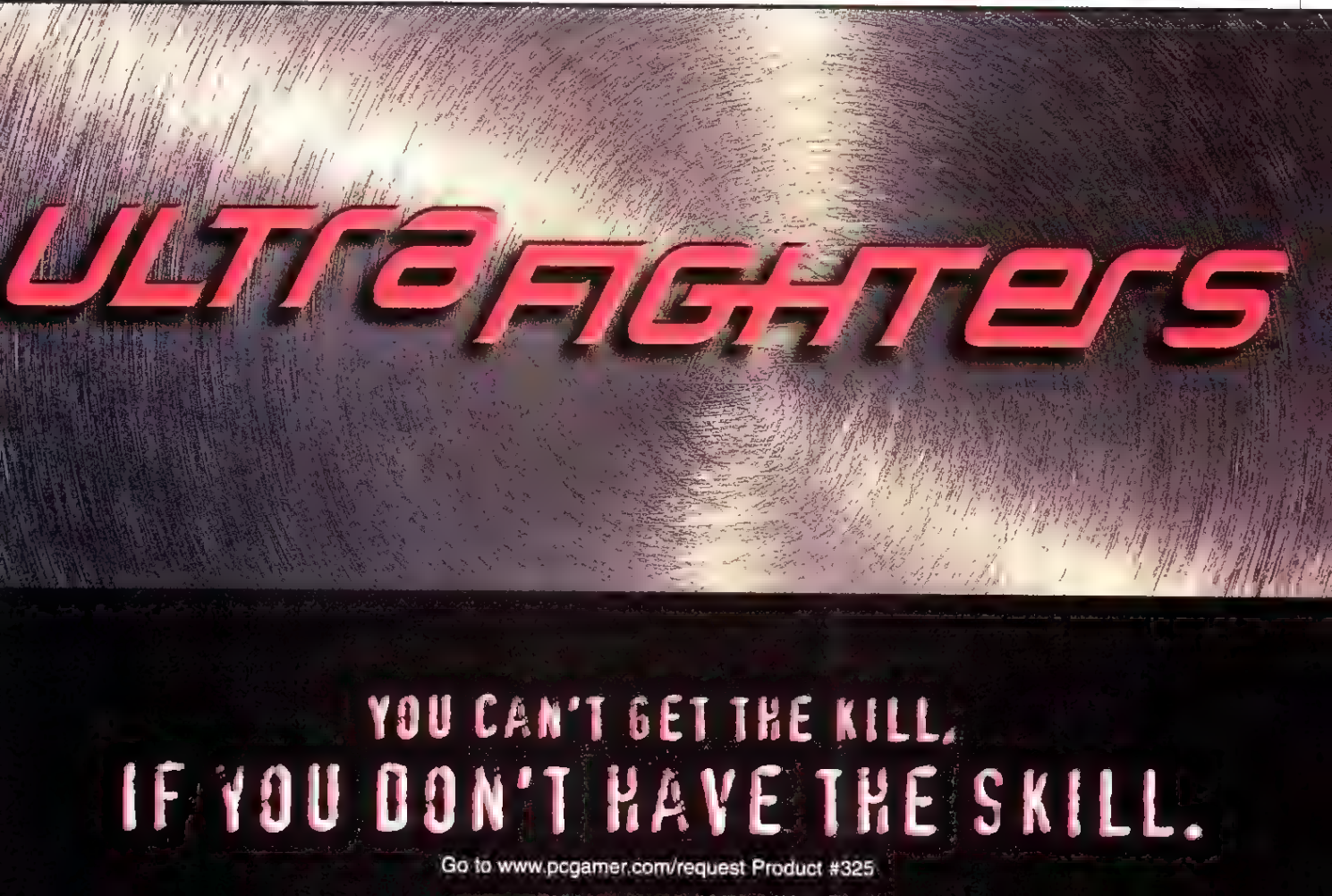
PC GAMER FINAL VERDICT

39%

HIGHS: The sounds and images from the original Star Trek are cool.

LOWS: Weak flippers; no options to make adjustments to the table.

BOTTOM LINE: All this feeble-flippery makes for a very quiet and lifeless game — and that ain't what pinball's about.



The Golf Pro

Win95

Category: Sports

Developer: Empire Interactive

Publisher: Empire Int., 580 California St., 16th Floor, San Francisco, CA 94104 (415) 439-4859

Required	We Recommend
Windows 95; Double-speed CD-ROM drive; Pentium 90; 16MB RAM; 30MB hard-drive space; Mouse	Eight-speed CD-ROM drive; Pentium 133; 32MB RAM; 200MB hard-drive space

Golf Pro is a great looking, great playing game that is marred only by a few poor design decisions.

Maxis' *SimGolf* was the first to try it. Sierra got it mostly right with *Front Page Sports Golf*. And it seems that most current and upcoming titles are trying to include it, at least as an option. What am I referring to? The use of the mouse as an input device for striking a golf ball. The latest attempt to simulate the process of swinging a club is Empire Interactive's *The Golf Pro*, and its Mouse Drive system is now the current tournament leader.

Every aspect of your swing in *The Golf Pro* is based upon a few simple motions. By sliding the mouse right, you start the backswing and moving it back to the left strikes the ball. Adjustments can be made to draw or fade the shot by turning the mouse left or right, and more or less loft on the shot is accomplished by releasing the mouse button before contact or after. This is simple in concept, but just like the real thing, it takes practice to become comfortable and competent with your swing.

The thing that amazed me most about *The Golf Pro* is how much my performance in the game mirrored my real-life golfing abilities. When I play with a real club, I have a monstrous banana-slice. Using the mouse, I tend to hook everything. While the direction of the ball is reversed in the game, the outcome is remarkably similar to my real world performance. I consistently suck off the tee.

When you first start up *The Golf Pro*, I recommend you let frontman Gary Player lead you through the tutorial videos. You'll be able to learn the subtleties of the swing and hone your abilities on the practice hole. When you feel confident that you won't embarrass yourself on the tee, you can start up a round. As many as four players can play a round, or you can compete against one of the recorded rounds that are included. Unfortunately, you are restricted to only one opponent, and you must play from the same tees and in the same conditions of the recorded round. You must also start off in the beginner or amateur difficulty level; the professional skill setting is available only after you've improved your handicap sufficiently. But I wasn't too upset about not being able to access the highest difficulty level when I learned that it turns off all the meters that help you judge your shot distances, and you must play by feel alone.

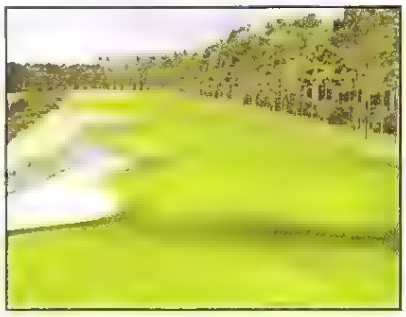
So your on-screen representative wouldn't appear to be floating, the golfers were filmed taking shots from different stances.

The course graphics are a sight to behold, improving upon the photo realistic splendor of *Links LS* and the drop dead gorgeous 3D vistas of *Jack Nicklaus 5*. This eye-candy comes at a price, however. The courses look so good because they are pre-rendered from photographs, and since it would be logistically impossible to photograph every square inch of terrain from every angle, concessions had to be made. This limitation will sometimes have an effect on your shot making abilities, especially around the greens where it's crucial to be able to read the slopes. You always have a choice of three angles to view each shot from, but if the first one is bad, you can almost guarantee that the other two will be no better. An area where the graphics are less than stellar is the golfers. The animations are nicely done, but they are very grainy looking and don't mesh well with the pretty backgrounds they're pasted over.

A small problem that some will encounter is dependant upon what mouse you have. I tried a couple of different ones from Logitech, and even when I adjusted the sensitivity to use the smallest distance to complete the shot, I found myself running out of mouse pad. Many trips to the calibration screen proved futile in trying to correct the problem. Those with smaller than regulation mouse pads be warned. Also, you have to be careful not to accidentally strike the ball while you're setting up the shot. On several occasions, I dribbled a tee shot a few meager yards in front of me, ruining my chances to score well on the hole. The biggest gripe I have with *The Golf Pro* though, is that there are only two courses. Granted, Hilton Head and St. Mellon are two of the finer examples of course design you're bound to see, but after several rounds of each, you'll be wishing for a bit more variety.

The Golf Pro is a well designed game that should appeal to anyone who appreciates the game of golf. You'll be amazed at how good it feels to strike a shot the way you planned it and see the ball land softly on the green, a few feet from the hole. With practice, you'll get a real feel of how to perform all kinds of shots and, just like in real life, you'll find yourself cursing and tossing your club/mouse when you screw up that easy chip.

—*Rob Smolka*



The course graphics are stunning, but that shot certainly wasn't. I hope my pitching game is up to snuff.

PC GAMER FINAL VERDICT

81%

HIGHS: Great feel-based gameplay; stunning course graphics.

LOWS: Only two courses; some mice can be difficult to calibrate.

BOTTOM LINE: Despite the meager course selection, real and virtual golfers will appreciate the good gameplay.

Balls of Steel

Win95

Category: Arcade

Developer: Pinball Wizards

Publisher: GT Interactive, 16 East 40th St., New York, NY 10016 (800) 434-2637

Required	We Recommend
Win95; 2x CD drive; P100; 16MB RAM; 70MB HD space; DirectX sound card	Pentium 133

With great tables, realistic action, and even an appearance by Duke Nukem, *Balls of Steel*, the long-awaited pinball game from Pinbal. Wizards, boasts some great flipper mashing action.

But there is a word of caution before you dive in. Getting *Balls of Steel* up and running may be a bit of a challenge, depending on your 2D video card. Although *Balls of Steel* requires DirectX and uses DirectSound, it doesn't support DirectDraw, opting instead to use SciTech Display Doctor to provide VESA 2.0 support for its tasty Super VGA screens. Users of Rendition, Riva 128, and Matrox Mystique video cards will need to download a patch (*www.pinballwizards.com/bosdownload*) to overcome a few minor display glitches.

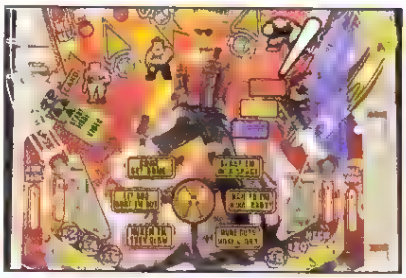
Once you're good to go, pinball enthusiasts will find a lot of variety in *BoS*. The tables are saturated from top to bottom with well drawn art, aside from some cool pyrotechnic effects that pop up here and there, these could be actual tables in a real arcade. Ball physics are excellent; every ricochet looks and feels natural and predictable. The only hole in the physics engine comes when you nudge the table, the effect of which is a bit too exaggerated.

Each of the tables is well done, with ball traps, chutes, tunnels, multiple flippers and all the cool stuff you're likely to find in modern pinball machines. The pick of the litter is Firestorm, whose theme concerns a mad bomber raging through a city. Mutation, featuring a mad scientist, is appropriately slimy looking. Barbarian, a sword and sorcerer table, features amusing voice clips of an Arnold Schwartzenegger sound-alike. Rounding off the quintet are an alien menace table called Darkside and Duke's table, complete with voiceovers from the trash talkin' badass himself.

Each of the tables has its own objectives and bonus rounds that are overviewed in the game's intuitive front end. You can choose between three difficulty levels and a Tournament mode, which connects to the web through your ISP and posts your score on an Internet site (*www.pinballscores.com*). Another nice feature lets you choose between viewing a small version of the entire table or a full screen, vertical-scrolling view that shows a third of the table at a time.

With lots of cool tables, great physics and a nice interface, *BoS* is a pinball game with a big, swingin' pair. Pinball wizards will get a kick out of this.

Joel Durham



Duke Nukem makes an appearance on this table, but surprisingly, this is the weakest of an otherwise solid selection of tables.

PC GAMER FINAL VERDICT

87%

HIGHS: Lots of tables; good ball physics; cool extras like an Internet ranking system.

LOWS: Tricky installation with some video cards; nudging effect is a bit exaggerated.

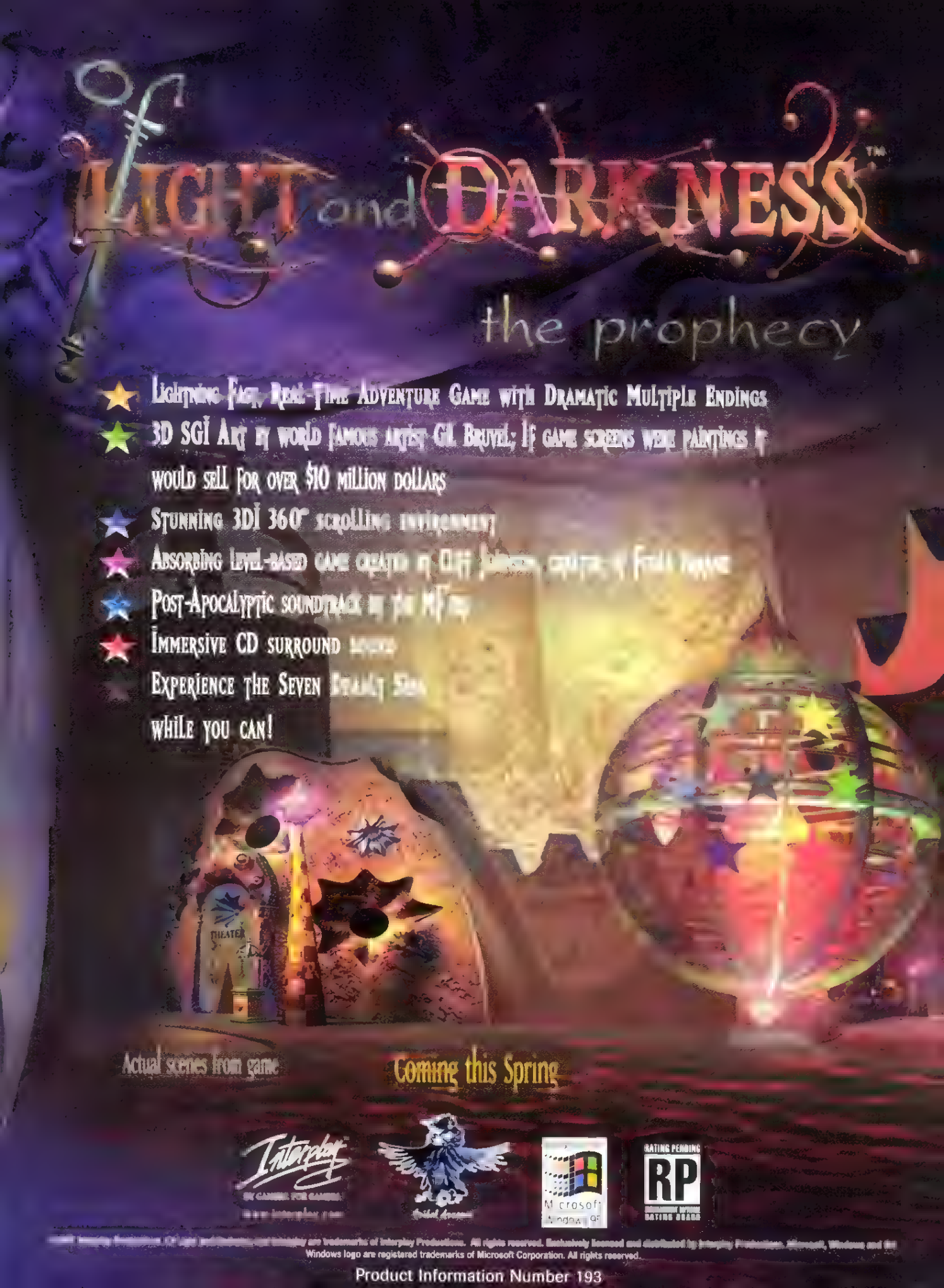
BOTTOM LINE: *Balls of Steel* is a solid, well-rounded pinball game.

SINNERS BEWARE, THE PURIFICATION IS NEAR ...

LIGHT and DARKNESS™

the prophecy

- Lightning Fast, Real-Time Adventure Game with Dramatic Multiple Endings
- 3D SGI Art by world famous artist Gil Bruvel; if game screens were paintings it would sell for over $10 million dollars
- Stunning 3DI 360° scrolling environment
- Absorbing level-based game creation by Cliff [illegible], creator of Full Throttle
- Post-Apocalyptic soundtrack by the MTs
- Immersive CD surround sound
- Experience the Seven Deadly Sins
- while you can!



Actual scenes from game

Coming this Spring

Interplay
BY GAMERS FOR GAMERS

Microsoft Windows 95

RATING PENDING
RP
ENTERTAINMENT SOFTWARE RATING BOARD

Interplay Productions, the Interplay logo and Interplay are trademarks of Interplay Productions. All rights reserved. Exclusively licensed and distributed by Interplay Productions. Microsoft, Windows and the Windows logo are registered trademarks of Microsoft Corporation. All rights reserved.

Product Information Number 193

M1 Tank Platoon II

Win95

Category:	Simulation
Developer:	MicroProse
Publisher:	MicroProse, 280 Lakefront Dr., Hunt Valley, MD 21030-2245 (410) 771-1151

Required	We Recommend:
Win95; Quad-speed CD-ROM drive; Pentium 133; 16MB RAM; 200MB HD space; Windows compatible sound card; Mouse	Pentium 200; 32MB RAM; 3Dfx Voodoo Graphics or Voodoo Rush based 3D accelerator; Joystick

This a great simulation worthy of the Tank Platoon name, but MicroProse published a beta instead of the finished thing.

One of the most satisfying views is the smoking hull of an enemy tank through your gunsight.

We've said it before and we'll say it again. The "release it now, patch it later" mentality of game companies has got to stop. If *M1 Tank Platoon II* had been left to gestate for another month, it would have been one of the best games of the year, and certainly the best tank game on the market. As it stands, however, it is a flawed simulation that could've only been better had it thoroughly tested. Indeed, it still may be brought up to this level with a good patch. The fundamental feature set and design is full-bodied, and the game as a whole is vastly entertaining, thorough, and challenging. However, someone in QA was asleep at the switch, and MicroProse inexplicably published a game with several egregious bugs.

The mother of all meltdowns: Iraqis make nice targets. Gulf War missions make up the bulk of the game.

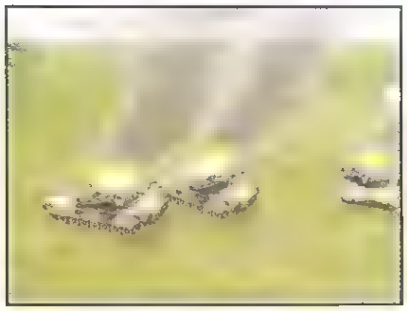
A quick trip through *M1 Tank Platoon II*, the long-awaited sequel to the finest tank game ever, raises the pulse with an embarrassment of riches. There are two large sets of training missions that concentrate on fundamental operational issues and core tactics, complete with informative videos. A combination of historical Gulf War missions (73 Easting, Kuwait Airport), hypothetical NATO-based missions, and miscellaneous "player battles" allows you to hone tactics in fixed scenarios. Five mini campaigns in Eastern Europe, Eastern Russia, North Africa, the Gulf, and Moldavia link semi-randomized missions together. LAN, TCP/IP, and modem play is available in co-op and head to head modes for up to five players.

Running throughout these battles is the crew management element that made the original great. You must create a platoon when you start missions, and this platoon is with you through all the battles. Some improve over time, others need to be replaced. You can give out citations and promotions, and work on improving the overall quality of your team. When one of your team buys it, you feel it. The only flaw is that I could find no way to save platoons before a mission, meaning they could easily get wiped out and ruin all my precious work.

An Apache at sunset: it just gives us a choked-up, patriotic, mushy feeling.

Gameplay is divided among different stations, allowing you to control the various positions in an individual tank, the whole platoon, and all the assets for a particular battle. To do this properly requires a lot of station-hopping (see sidebar), but the stations are designed to facilitate this with ease. In each battle, you have control over your own platoon, any attached units such as Hummers, APCs, LAVs, and infantry, and support assets such as artillery and air assets

The exterior view is nicely rendered, but clumsy to use, and tends to spin around for no reason unless you fiddle with the mouse



Er, I think these were our guys. Here's a textbook example why you should spend more time with the map than in the gunner seat.

You direct these units via the map using waypoints — by using these waypoints to create a battle plan, and then handling crises with on-the fly battle drills, you can manage just about any conflict. Unit artificial intelligence is pretty thorough, as is enemy artificial intelligence, with only infantry units acting unpredictably. One of the more annoying bugs dumps infantry out of their APCs when they reach the first waypoint, and then refuses to allow you to reload them.

Superb visuals, good controls, and a largely successful integration of the various crew positions make the tank simulation itself fairly strong. The more you play, however, the more obvious it becomes that this is a beta. The turret to heading and heading to turret command in GPS doesn't work: a crippling error. The clock on the CITV is too small to be useful. There is no clock in the tank commander's unbuttoned view, and the binoculars and thermal viewing system is nonfunctioning, making this position well-nigh useless. There is no ground/air indicator in the GPS, so you need to hop to the main gunner's screen to see what the mode is. The external view spins around constantly unless you fiddle with the mouse.

There are other niggling nuisances. Only the fire button on my Thrustmaster joystick would work, and there is no key mapping whatsoever. The manual has countless errors. The animated menu system is sluggish. The damage and targeting models are questionable in places. All these problems chip away at the overall quality and enjoyment of a game that started out with so much promise, but *TPII* is still playable and enjoyable. Unlike some games that are buggy at the outset, most of *TPII*'s bugs are more of an annoyance than genuine game-stopping glitches. But why are they there at all? So that MicroProse could make an arbitrary ship date?

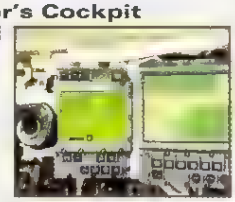
There is far too much quality in this game to dismiss it because of the problems. We can only hope that they will be quickly addressed so people can enjoy the sublime pleasure of watching A-10s swoop down and bomb the bejeepers out an Iraqi column while their platoon picks off the stragglers.

T. Liam McDonald

Command & Control

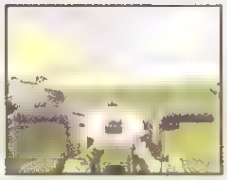
***M1 Tank Platoon II* has distilled the essence of command and control into a set of functional screens that take you from the basics of drivin' n' shootin' to the nuances of tactical planning and combined forces warfare. Here's how the M1 command center breaks down:**

Commander's Cockpit



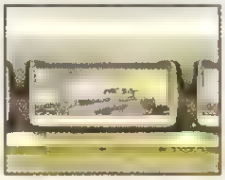
This is the central position that allows a certain level of control over all the rest. Its greatest value is in presenting a map view and the CITV (Commander's Independent Thermal View) camera in one location. A wider zoom on the map view and a target designation command would have made this a more full-blooded position.

Commander Unbuttoned



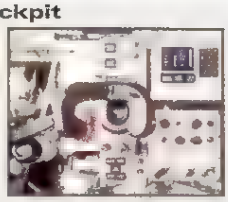
This is the view out of the hatch, which is less obscured and a tad higher. The main joy here is the coax gun, which can be used to mow down infantry and other soft targets. However, there is no turret clock, and neither the binoculars or thermal sites work in the released version, rendering this position almost useless in action.

Commander's Vision Block



These blocks are the halfway point between the CITV and the unbutton view. They are rectagonal glass squares that give a 360-degree view around the entire tank, independent of turret facing. Again, a turret clock would help here.

Gunner's Cockpit



Surprisingly little time is spent on this screen, which replicates the actual gunner controls. Normally, these buttons would have been incorporated with the Primary Sight, but MicroProse wisely opted to separate them in order to have a larger and less cluttered sight screen. Here you can choose to hop to the different positions, enter manual ranges, view damage information, set reticle contrast, and perform other functions. The only information that is not adequately duplicated in the Primary Sight screen is the air/ground mode.

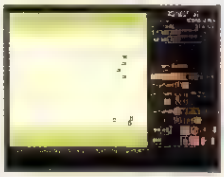
Gunner's Primary Sight

Hooo-rah, baby. This is where the steel hits the fan. An elegantly simple interface magnifies targets, switches to thermal view, loads the proper shells, ranges with the laser, and let's you fire. It's all right here in one compact package. Half your time will be spent here, and oh, the carnage you will wreak.

Gunner's Auxiliary Sight

If your targeting system goes out, you can switch to the auxiliary sight. This is marked with the stadia reticle, which allows you to determine range based on the size of the vehicle in the viewfinder.

Map Screen



The wise commander spends the bulk of his time here, leaving the shooting up to his crew. Full coordination of all units under your command and all assets assigned to your operation is rendered logically and effectively. Different commands for different waypoints allow the creation of a solid battle plan. The only thing missing are on-map labels for assets and enemy vehicles.

PC GAMER FINAL VERDICT

82%

HIGHS: A great blend of tactics and action, with graphics that bring it alive.

LOWS: Crucial features are missing. There are some klutzy interface issues. Documentation is littered with errors.

BOTTOM LINE: If patched, this will be one of the great games of the year. But until then...

SURE, IT'D BE GREAT IF UPRISING™ 2 WINS AS MANY AWARDS AS ITS PREDECESSOR.

"ACTION GAME OF THE YEAR"
-COMPUTER GAMES STRATEGY PLUS MAGAZINE

"★★★★★"
-NEXT GENERATION

"A-LIST"
-PC GAMES

"EDITOR'S CHOICE"
-PC GAMER

WWW.UPRISING2.COM

CYCLONE STUDIOS

Great PC Games from 3DO™

BUT WHAT REALLY MATTERS IS TROPHIES.
Antonio Kogler
Katharina
2884
©1998 The 3DO Company All rights reserved. Uprising, Cyclone Studios, 3DO, and their respective logos are trademarks and/or reg stered trademarks of The 3DO Company in the U.S. and/or other countries. All other trademarks belong to their respective owners. Cyclone Studios is a division of The 3DO Company
TEEN
ESRB
PC
CD-ROM

Go to www.pcgamer.com/request Product #765

Imagine this...

YOUR WIFE...

JUST OFFERED TO BUY YOU A NEW JOYSTICK — JUST BECAUSE SHE THINKS YOU'RE A SWELL GUY. SHE UNDERSTANDS THAT SOME THINGS ARE NOT WITHIN YOUR MORTAL POWER AND THAT SOMETIMES YOU HAVE TO PLAY "JUST ONE MORE GAME."

IN TURN, YOU: (CHOOSE ONE)

A. OFFER TO SEE THE NEXT JANE AUSTEN MOVIE WITH HER.

B. TELL HER YOU'D LOVE TO TAKE HER SHOE SHOPPING THIS WEEKEND.

C. IMMEDIATELY GO ONLINE TO PC GAMER'S REQUEST-O-MATIC SITE TO RECEIVE INFORMATION ON THE FOREMOST JOYSTICK MANUFACTURERS.

REQUEST-O-MATIC? WHAT'S THAT?

IT'S PC GAMER'S NEW ONLINE, READER-SERVICE REQUEST SITE. YOU CAN EASILY AND QUICKLY GET INFO ON SOFTWARE, HARDWARE, AND VENDORS 24 HOURS A DAY. RECEIVE INFORMATION VIA E-MAIL, TELEPHONE, OR SNAIL MAIL. IT'S YOUR CHOICE. AND YOU WON'T WAIT WEEKS FOR THE STUFF YOU WANT NOW.

PLUS, YOU CAN SEARCH...

BY COMPANY, PRODUCT CATEGORY, OR READER SERVICE NUMBER. AND YOU CAN LINK DIRECTLY TO ADVERTISERS' WEB SITES. IT'S SO QUICK AND EASY, YOU WON'T EVER WANT TO FILL OUT A TRADITIONAL READER SERVICE BINGO CARD AGAIN. AND WITH PC GAMER YOU WON'T HAVE TO.

OBVIOUSLY,

YOUR CHOICE IS "C." SO KISS YOUR WIFE FOR BEING SO COOL, AND THEN CHECK OUT REQUEST-O-MATIC.

request-O-matic

www.pcgamer.com/request

Nahan: The Ultimate 3D Puzzle Game

Win95

Category: Puzzle

Developer: Electric Sheep

Publisher: Global Star Software, 20 Barnes Ct., Bldg. G, Concord, Ontario, Canada L4K4L4 (905) 738-5645

Required	We Recommend
Win95; Double-speed CD-ROM drive; Pentium 90; 16MB RAM; Mouse	Pentium 166; Supported sound card

The Ultimate 3D Puzzle Game, eh? *Mahjong 3D* might be a more apt name. With its bizarre graphics and wide selection of soft techno inspired music tracks, your first impression of *Nahan: The Ultimate 3D Puzzle Game* might be along the lines of "what-the-huh? This is different." But once you load up a puzzle, you'll quickly see that it's not much more than a standard tile-matching game.

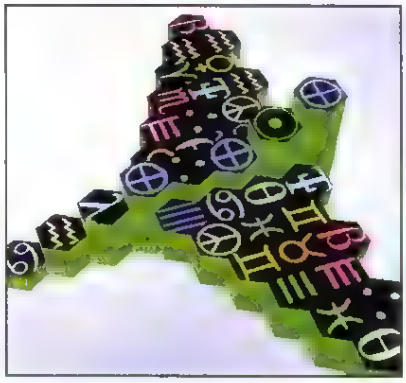
The concept behind *The Ultimate 3D Puzzle Game* is very similar to Mahjong, where you remove matching pairs of cube or hexagon-shaped pieces. It's also similar to Mahjong in the way each piece you remove must be relatively free — there should be nothing on top of the piece and at least three sides or faces should be free.

The 3D element allows you to rotate the puzzle to find matching pairs. This, along with a wild assortment of tilesets, will test your pattern recognition and depth perspective. This is especially true on a large puzzle that can run over 200 pieces — a small puzzle is around 80.

Each of the ready-made puzzles arranges the pieces in a variety of patterns, from standard cubes and pyramids to airplane designs. You can also create your own puzzle using a built-in editor and make about any shape you desire.

But as Shakespeare said, "the play's the thing," and unfortunately, we've seen the centuries old game of Mahjong done before, and done better. Once you get past the graphics and tire of the music tracks that *Nahan: The Ultimate 3D Puzzle Game* has to offer, it's obvious this puzzle game doesn't have much staying power. The out there graphics and music may help introduce some folks to the classic game of Mahjong, but for the rest of us, *The Ultimate 3D Puzzle Game* is little more than a novelty.

Joseph Novicki



The Hexagon pattern is more like traditional Mahjong with its two-dimensional pieces. You can use the editor to create your own pieces.

PC GAMER FINAL VERDICT

HIGHS: A large assortment of puzzles, tilesets, and graphics.

60%

LOWS: Lacks that addictive quality to sustain interest; awful music unless you like that techno crap.

BOTTOM LINE: A Mahjong-like game that relies more heavily on style than substance.

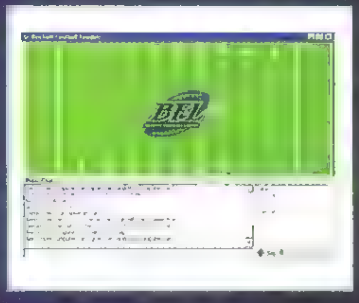
DEFENSE
DOESN'T WIN CHAMPIONSHIPS
STRATEGY DOES

BFL
BECKETT FOOTBALL LEAGUE

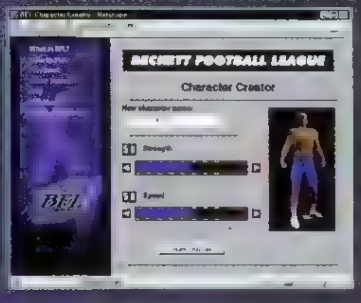
Play BFL today, and find out if you have the wit to win on the Internet's finest strategy based sports game.
Beckett Football League:
www.beckett.bfl.com

BFL will run only on [illegible] NT 4.0. Recommended minimum system configuration: Pentium 100 MHz (Pentium 133 MHz recommended), 16MB RAM (32MB recommended), SVGA card preferred, 10MB available hard drive space, 14.4 Kbps modem w/connection to the Internet (28.8 Kbps recommended) and mouse. Approximate download time is 10 minutes via a [illegible]

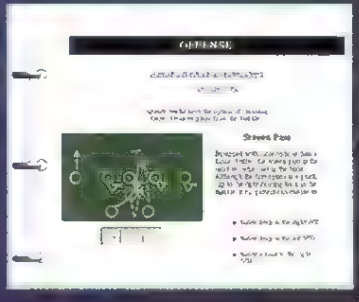
[illegible] Active. For more information, visit us at http://www.beckettinfo.com
Or circle Reader Service Product #041



After a quick download, BFL allows you to play against the computer or team up with seven other friends.



Build a gridiron great - fast and elusive, or strong and dominant. It's entirely up to you.



The playbook. It's a coach's best friend, and the only way you'll be able to outwit the competition.

Subspace

Win95 ONLINE

Category: Action

Developer: Virgin

Publisher: Virgin Interactive, 18061 Fitch Ave., Irvine, CA (888) VIE-COM1

Required	We Recommend
Windows 95; Double-speed CD-ROM drive; Pentium; 12MB RAM; 28.8k Internet connection; 32-bit Winsock	Pentium 100; 32MB RAM; Supported sound card; Gamepad

With a game that brings back memories of *Asteroids*, Virgin secures a foothold on the Internet with this solid, but simplistic, title.

As one of *PC Gamer*'s resident online gaming geeks, a ton of Internet only games pass over my desk. Unfortunately, a lot of them head straight into the recycle bin. Some companies still have the idea that an online game can be put together in as little as six months, and that the dough will just start to roll in. Needless to say, that doesn't work. To make the ideal online game, you have to have a concept compelling enough to pull people away from single-player games, and test and tweak the hell out of the idea to ensure that online assholes (of which there are plenty) don't ruin the game for newcomers. Virgin's *Subspace* is a game that's been tweaked to death over a two-year beta testing period.

The concept for *Subspace* goes back to the roots of computer and video games, and bears more than a coincidental resemblance to the original *Space War* and *Asteroids*. In this case, it's you against several hundred other players in a straight forward shoot-or-be-shot space battle viewed from a top-down scrolling perspective.

Subspace's setup went without a hitch. I didn't have to wait for any ten meg 'upgrade' files to download; I simply registered my user name with Virgin and began playing within five minutes of installing. Fewer people were playing than during the height of the beta testing, but two or three servers are usually packed with a hundred players (probably more by the time you read this) partly because the *Subspace* pricing model is pretty attractive: buy the boxed copy, and you won't have to pay another penny, all you have to pay for is your Internet service provider (ISP).

Once you're up and running, the *Asteroids* style space flight takes some getting used to. The Newtonian physics applied to your ship result in control that drifts like crazy at first, but when mastered, allows you to fly circles around your opponents. If you plow into a wall or another ship, you'll bounce off at an opposite angle at 80 percent of your initial speed. Bullets also careen off walls, turning some battles in tight spaces into an inter-planetary game of pool — similar to "Tank Pong" in the old Atari game *Combat*. Brute strength isn't the way to win, since holding down the fire button will get you killed. Your shield and weapon energy are shared, so if you keep firing, your energy is going to drop into the red, and an opposing ship will have no trouble destroying you with one shot.

Keeping a game balanced is crucial in multi-player games, and *Subspace* works in a way that keeps experienced players from whomping on helpless newbies. Every player has a "bounty" on their head, and your personal ranking increases by killing players with equal or higher bounties. New players start off with a bounty of zero, so killing them will actually detract from higher ranking players' scores (though there are always the vicious bastards who will attack *anyone*).

Unlike a lot of other online games, the lag beast has been kept under control. After logging many hours in *Subspace*, I never felt that lag had unfairly stolen one of my kills — but keep in mind that your personal mileage may vary based on your ISP and server routers.

When taking out the trash in *Subspace*, make sure you don't kill anyone with a score of zero — you'll be regarded as a "Neg Killer," one of the lowest forms of scum in the universe.

As you stay alive and pick up floating power-ups, you can turn your dinky ship into a veritable A-Team War Wagon. Just don't run into any floating bombs.

Unfortunately, for all of the balancing, *Subspace*'s major downfall is a lack of audiovisual content. The art looks like it came from an old shareware game — the ships are smooth enough, but the scrolling backgrounds and explosions aren't up to snuff, and there's been very little done to create a convincing mood or atmosphere. As for the sound effects, they'll suffice, but you've heard better.

The biggest limitation however, is in the gameplay, which may be a bit too simplistic and retro for many. Some may welcome the challenge of building up their bounty points and becoming king of the hill, but most will probably ask themselves "Is this it?" after an hour of play, and move on to something else.

In terms of online "twitch" games that are truly massively multi-player (hundreds of players), this is as good as you'll find at the moment — but in comparison to boxed games with multi-player features, it's unlikely that *Subspace*'s dreadfully simplistic design and inferior graphics will woo players away from *Quake II* any time soon.

–Colin Williamson

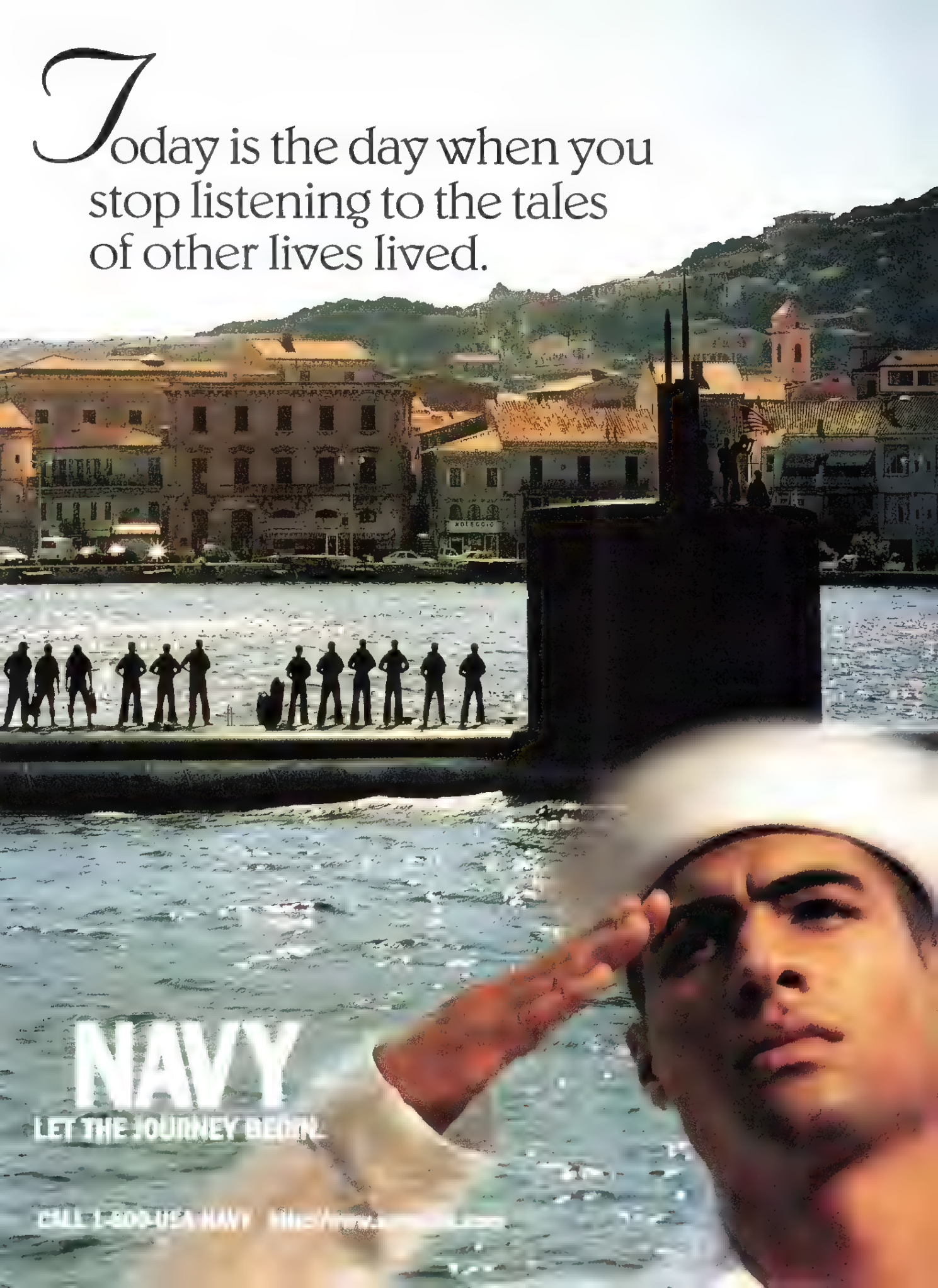
PC GAMER FINAL VERDICT

70%

HIGHS: Fast-paced; low lag; good pricing model.

LOWS: Gameplay is simplistic; graphics are a throwback to the days of *Asteroids*; player population should be higher.

BOTTOM LINE: *Subspace* is a simplistic (but stable) Internet twitch game.


Today is the day when you
stop listening to the tales
of other lives lived.
NAVY
LET THE JOURNEY BEGIN.

Battle Arena Toshinden 2

Category: Action

Developer: Takara / Kinesoft

Publisher: Fujitsu Interactive, 128 Spear St., San Francisco, CA 94105 (415) 538-2900

Required	We Recommend
Win95; Pentium 133; 16MB RAM; 2x CD-ROM drive; Sound Blaster 16 or compatible sound card; 100MB free hard-drive space	Pentium 166; 32MB RAM; Supported sound card; Gamepad

One of the PlayStation's worst fighting games gets ported (flawlessly, mind you) to the PC. D'Oh!

The success of *Battle Arena Toshinden* was one of the darkest moments in video game history. The original *Toshinden* was a 3D fighter that delivered flawless texture-mapped characters, amazing special effects, and CD-quality music and sounds. Unfortunately, it also had some of the most hideous gameplay since *Rise of the Robots*. As it turns out, everyone was too busy looking at the pretty pictures to realize it was crap when it first appeared on the PlayStation, since it singlehandedly propelled the Sony machine from a dark horse contender to market leader. A year later, a European company released a PC port, which earned — surprise, surprise — a lofty 55 percent in *PCG*'s September 1996 issue. In any case, Japanese developer Takara had ample opportunity to go back and tweak the sequel to the high standards that were set by *Virtua Fighter 2* and *Tekken 2*. Too bad they didn't.

The premise is identical to every other 3D fighter: the Big Evil Boss calls a secret tournament, and freakish characters with funny outfits gather at the battle arena to bust some heads. This time, you get to select from the original *Toshinden* troupe, plus a handful of new hit-or-miss characters. (And yes, the whip wielding dominatrix Sofia is back, wearing fewer clothes than before.)

The control has been tightened up a little, but there's just no feeling of fluidity as with Sega's fighters. Instead of a carefully balanced exchange of combos and special moves, *Toshinden 2* is just a contest to see who can mash buttons faster. The touted gameplay feature of the first game was a plane shift key, where you could leap out of the way of an opponent's attack. In practice, all it does is screw up the camera angles and disorient both players. There's also something very wrong with the artificial intelligence. I won by default during my battle with the second-to-last boss: she flew into the air, hovered back ten feet, and dropped out of the ring. Great.

Toshinden 2 suffers from an unpolished feel that's the result of a sloppy interface. Gameplay settings aren't saved after you quit, and the config screen even has the gall to refer to the R1 and R2 buttons — buttons that only exist on the PlayStation gamepad. Oh, brother.

Even more irritating is the nonexistent translation. We're not suggesting that the ninjas should be renamed "Steve" and talk like surfer dudes, but every damn character in this game speaks Japanese, regardless of their intended nationality! Actually, it wouldn't have been as noticeable if the voice acting wasn't so horrible in the first place — half the characters sound like rowdy programmers after a few kegs.

Whip-woman Sofia lets loose her patented annoying laugh. The teenage boys in the audience will be pleased to know that her breasts bounce. Groan.

Kayin is a brawling Scotsman who, like the rest of the fighters, speaks perfect Japanese. Better keep a dictionary around if you want to understand what these guys are saying.

Even though the whole shebang is 3D accelerated, the graphics are drab, and the characters seem to have less detail than in the original *Toshinden*. When the fighters go into their win poses, there's a frightening amount of polygon glitching and popping, with joints mysteriously showing through each other. The character animation — if you'd call it that — is too jerky to be taken seriously, and the special effects are laughable. Worst of all, some of the 3D backgrounds don't have any filtering or anti-aliasing applied to them, and the effect is so jarring that it looks like part of the fighting tournament is taking place in Legoland.

What prompted a conversion of *Toshinden 2* is simply beyond me. Hell, even the original *Virtua Fighter PC* spanks this game in terms of fun factor. I'd love to see 3D accelerated ports of *Tekken 2*, *Soul Blade*, or *Bushido Blade*, all of which are superb PlayStation fighters — but this perfect port of a mediocre game is just unacceptable.

Colin Williamson

PC GAMER FINAL VERDICT

HIGHS: Lots of characters to choose from.

LOWS: The control is really, really bad. Even through 3Dfx, the graphics and animation leave a lot to be desired.

BOTTOM LINE: If you're in the market for PlayStation ports, make sure you look for good games.

37%

TRUCKIN' YOUR WAY
THIS SUMMER

SPACE BUNNIES MUST DIE!

ripcord JINX

YOSEMITE™
ENTERTAINMENT
A SIERRA COMPANY

POLICE QUEST®

SWAT 2™

"...the only game in town." – Adrenaline Vault

SWAT 2 is the only authentic police tactical simulation.

"Unpredictable...the suspects act differently each time you play."

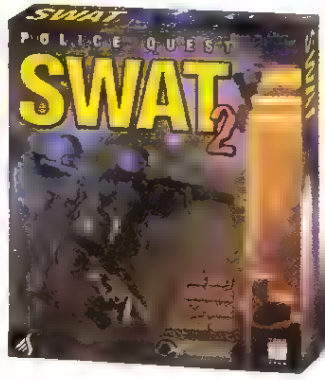
– Tim Tietjen, SWAT officer, 4 year veteran

AI opponents' reactions are based on their personalities, the situation, and you.

"Very realistic to what I do in a real life situation."

– Rick Massa, SWAT officer, 16 year veteran

Scenarios are based on authentic SWAT cases



For more information, check out www.sierra.com and www.swat2.com

(c) 1998 Sierra On-Line, Inc. (r) and/or tm designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.

Go to www.pcgamer.com/request Product #083

Tex Murphy: Overseer

Win95

Category:	Graphic adventure
Developer:	Access Software
Publisher:	Access Software, 4750 Wiley Post Way, Bld. 1, Salt Lake City, UT 84116 (801) 359-2900

Required	We Recommend
Pentium 90 or better; 16MB RAM; 4X CD-ROM drive or DVD; Super VGA video card w/2MB VRAM; 20 MB hard-drive space	Pentium 200; 32MB RAM; DVD-ROM drive

In this new adventure, Tex Murphy is just marking time, and the game's technology may give you more headaches than fun.

You have to give Access credit. The company has been on the cutting edge of gaming technology with each successive installment of the Tex Murphy series. That tradition continues with the inclusion, at no extra cost, of a DVD version of *Overseer* along with the conventional five CD version. This time, however, the vast proliferation of multimedia drivers, chip sets, and other gizmos has defeated even this dedicated company. *Tex Murphy Overseer* is the most unstable and finicky program I've ever seen from Access.

I'm not talking about the DVD version (although Tech Support at Access admits that some people are having a lot of problems getting that to run properly). Hell, the installed base of DVD units is so minuscule that Access was clearly Making a Statement, rather than going after big bucks. No, I'm talking about the plain vanilla CD-ROM version.

Let's set up a benchmark: I played *Overseer* (rather attempted to play it) on a brand new Micron Millennia XKJ Pentium II 300MHz with MMX with 64 megs of RAM, a 24x CD drive, a Diamond Viper, and an AWE 64 sound card. I don't think it was unreasonable to expect that I could play this game, straight out of the box, with all the graphic goodies running full blast.

Alas, no. I had to call Access shortly after installation, because I could not get past the introductory scene. After I reconfigured with the "texturing" down to 25 percent of default, I was able to start playing. All went well until mid-game, when I started experiencing lock-ups every time a new room or FMV sequence loaded. Since I had about 50 saves, I culled out half of them and the lock-ups decreased until the last quarter of the game, when they not only returned, but were accompanied by an alarming number of general protection faults (GPFs) that shut down the system.

As with previous Tex Murphy games *Overseer* delivers a good mix of odd environs.

I was not able to finish the game until I went back into the configuration screen and shut down everything except the bare-bones program: no 3D texturing, no filtering, no mip mapping, no 3D sound effects. And even then, I still got an occasional lock-up (although the GPFs did not return).

Thank God I wasn't trying to play it on my older Pentium 75!

Of course you may not experience these problems; but I have a sneaky suspicion a lot of gamers will. Regardless, the problems I had with *Overseer*, and the raging frustration I felt when my kick-ass new system started choking on a simple scene change, seems to raise some troubling questions.

Okay, let's assume the game runs well on your system; what can you expect? Well, if you've never played a Tex Murphy game before, you'll probably experience a revelation in PC entertainment. These games, along with the last Gabriel Knight adventure, take the concept of an "interactive movie" about as far as it can go with present technology. Set in post-atomic-war San Francisco, the Murphy saga combines a loving homage to the hard-boiled detective classics of yore with a science-fiction edge, projected in a moody film-noir visual style and scripted with a leavening of dark humor.

As has been the case with each Tex-tale since 1994's *Under a Killing Moon* you'll experience a remarkable degree of interactivity — full freedom to roam, walk behind objects, look up, look down, and look under the furniture. This kind of virtual environment is much more common

Notable actors such as Henry Darrow deliver solid performances in Tex Murphy's latest adventure, but the story lacks the wit, style, or suspense we've come to expect from Access.

now than it was in 1994, but it still smacks of technological magic, and nobody handles it better than Access.

Other qualities you'll appreciate if you're new to these games: the literate, snappy dialog (including the groan-worthy puns) by Aaron Conners; the easy, lived-in portrayal of Tex by Access VP Chris Jones (who is able to hold his own in the company of veteran professional actors such as Michael York and Kevin McCarthy); a rich cast of supporting characters; the sometimes bizarre but always logical puzzles; the surprising twists and turns of the plot.

On the other hand, if you've been playing Tex Murphy games all along, you may well conclude, as I ultimately did, that *Overseer* marks no advance over *The Pandora Directive*, and is, in some respects, inferior. The narrative is shaped as an extended flashback (Tex describing his first case to his mutant girlfriend, Chelsee), and every time you get hooked by it, you hear the disembodied voices of Tex and Chelsee discussing what's going on, reminding you that what you're engrossed in actually happened six or seven years ago — which ultimately ruins the illusion of suspense regarding the hero's survival.

Moreover, the story branches in so many directions, throws out so many contrived red herrings, and introduces such a burdensome number of characters, that it's almost impossible to stay focused on the over-arching goals of the case. By the time you reach the final and rather labored — revelations, you've almost forgotten why you came. The flashback structure simply cannot sustain the weight of such a convoluted plot.

The actors do their best. Michael York is classy, as always, portraying zillionaire recluse J. Saint Gideon (even if he does make every line sound like it was torn, bleeding, from a soliloquy in *Richard III*), and Rebecca Broussard smacks her thick scarlet lipstick effectively as Tex's first client (and first wife) Sylvia. A number of the supporting actors do yeomen work as well, especially Henry Darrow as the burned-out alcoholic private eye, Sonny Fletcher, and Micaela Nelligan as the ironically named Delores Lightbody.

But where, oh where, are those delightful trolls, scam artists, and misfits from Chandler Avenue? I understand that this story ostensibly takes place before Tex fell on hard times, but that lovable gang of mutants could at least have made cameo appearances (and would have livened things up considerably if they had). I missed them!

Director Adrian Carr, whose tight disciplined hand did so much to make *Pandora Directive* tower above its predecessors, seems undercut by the overbaked script — there are a lot of awkward dead spaces in the spoken dialog just before a subjunctive clause heaves into view. The production sprawls and often seems aimless.

Even the puzzles display a limp, spiritless quality. There's one hilarious bit involving a blow-up sex doll, but most of them require a dreary succession of "security passes" and "computer pass keys," with far too much pointless travel back and forth to acquire items that could all have been found on one trip, even by someone as easily distracted as Tex.

And, as much as I hate to carp on the technology, there's nothing in this game, for all its horrendous multimedia requirements, that looks better than what we saw in *Pandora*. Blue-screened objects often have a skuzzy purple outline (like matte-shots during the heyday of Technicolor in the 1950s), close-up textures are grossly pixelated, and the white, seam-like "tears" around elements of the VR sets are so bad in some locations that illusion and mood suffer near terminal hits. The Anasazi Indian village, for example, should have been the creepiest place in the game, but it looks as though it would disintegrate if you sneezed near your monitor.

One cannot expect a series this ambitious to establish landmark quality with every installment. Let me just say that if you haven't played a Tex Murphy game before (and assuming you have the hardware to play this one), you'll enjoy *Overseer*. If you're an old fan, well, you'll enjoy parts of this one and then when it's over, you'll join me in wishing Access better luck next time.

William R. Trotter

***Overseer*'s story is revealed to players through flashbacks when Tex is talking to his girlfriend. It kinda eliminates the suspense, huh — we can all figure out that Tex is going to survive.**

As in *The Pandora Directive*, you'll have complete freedom to investigate Tex's world.

To 3D or Not To 3D

There seems to be a remarkable degree of confusion over whether or not *Overseer* supports 3D hardware acceleration. Access says that it does, provided you're using an AGP card with a least 4 MB of texture memory, and which supports Direct3D. Non-AGP accelerator cards are not supported in hardware-rendered mode.

If you're running the "software rendered" version, and you wish to maximize your frame rate, you can try any or all of the following adjustments:

- Reduce window size.
- Check "Interlaced" button under "VR Style" in the Advanced Preferences.
- Disable the 3D sound.
- Disable "environmental looping."
- Disable animated textures.

Make sure that there are no other applications running while the game is on. But then, you probably already thought of that.

PC GAMER FINAL VERDICT

69%

HIGHS: Consumer-friendly, with online hints; film-noir feel and story.

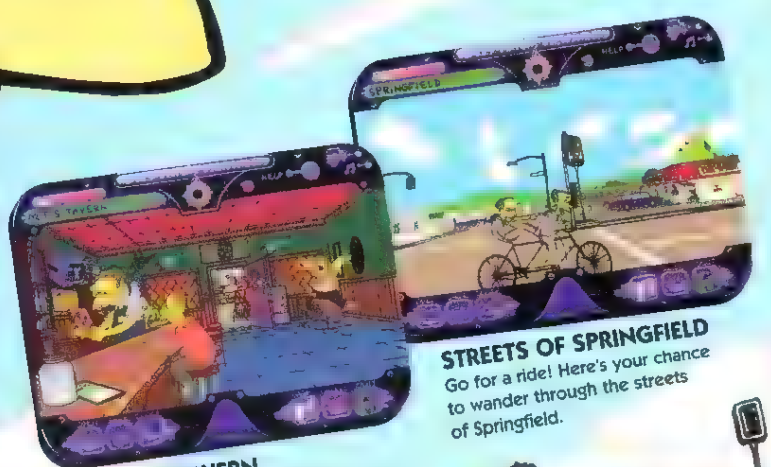
LOWS: Crashes and lock-ups almost ruin the fun; bloated narrative and world-weary puzzles don't help, either.

BOTTOM LINE: Series newcomers will like it; old fans will be disappointed. You can't win 'em all.

The Simpsons VIRTUAL SPRINGFIELD™

It's Krusty's Kind of Town!

Welcome to Springfield! Enter a navigable 3D world of all things Simpsons. Go along with Homer as he stocks up on Duff Beer and Jerky King at the Kwik-E-Mart. Play games at the Noiseland Arcade or watch a flick at the Aztec Theatre. With over 50 locations, an original cast recording and the outrageous humor of The Simpsons, *Virtual Springfield* will make you feel right at home.



STREETS OF SPRINGFIELD
Go for a ride! Here's your chance to wander through the streets of Springfield.

MOE'S TAVERN
Mix a Flaming Moe, try out the Love Tester or listen as Bart makes prank phone calls to the rattled proprietor of Moe's Tavern.

AVAILABLE FOR
Windows® 95/ Power Mac
CD-ROM Hybrid

www.foxinteractive.com

FOX INTERACTIVE™

TEEN T AGES 13+ ESRB

The Simpsons™ and Virtual Springfield™ & ©1997 Twentieth Century Fox Film Corporation. All Rights Reserved. "Twentieth Century Fox," "Fox" and "The Simpsons" and their associated logos are property of Twentieth Century Fox Film Corporation. All Rights Reserved.

Product Information Number 149

Enter The Interactive World Of

THE X FILES

UNRESTRICTED ACCESS

You've hacked into a highly classified secret government website giving you unrestricted access to The X-Files.™ Browse through case files, character dossiers, evidence records and other top secret materials. Tap into live video and audio surveillance.

At long last, "Unrestricted Access" has been granted to X-Files™ fans everywhere.

Windows® '95 CD-ROM

Product Information Number 202

TEEN
CONTENT RATED BY ESRB

"THE X-FILES" ™ and © 1996 Ten Thirteen Productions and Fox Film Corporation. All Rights Reserved. TouchStone Television. "Fox" and "The X-Files" and their associated logos are the property of Twentieth Century Fox Film Corporation. All Rights Reserved.

Win95

Croc: Legend of the Gobbos

Category: Action

Developer: Argonaut Software

Publisher: Fox Interactive, P.O. Box 900, Beverly Hills, CA 90213 (310) 369-5369

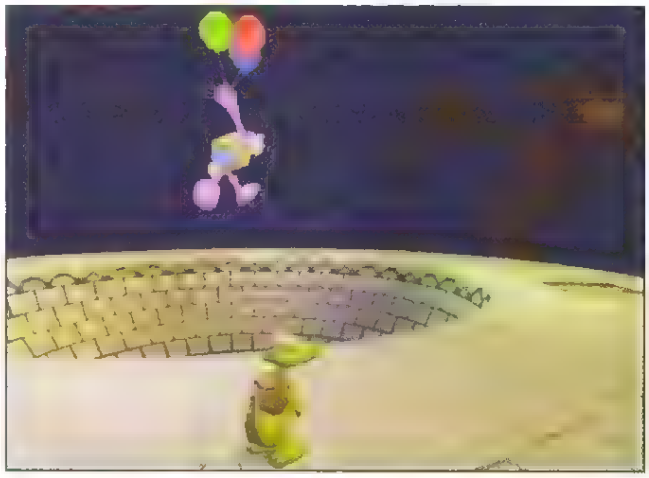
Required	We Recommend
Windows 95; Pentium 133; Double-speed CD-ROM drive, 16MB RAM; 100MB free hard-drive space	Pentium 166; 32MB RAM; Supported sound card; Gamepad

3D platformer fans may get some enjoyment out of this hop-n-bopper — but the rest of us may prefer flushing this baby croc instead.

Of all the genres out there, one of the most difficult to pull off is the 3D platformer. Traditional platform games require precise jumps in two dimensions — but when you add the aspect of depth and a free-roaming camera to the mix, you're asking for trouble. The resulting gameplay can be anywhere from occasionally irritating to disastrous, and unfortunately, Fox Interactive's newest 3D platformer *Croc* falls somewhere in between.

This is a game that's targeted towards the kiddies, so there aren't any gibs or Satanic undertones. On the contrary, the world of *Croc* is sanitized beyond belief, and the protagonist is a reptilian (yet squeezable) crocodile with a chipmunk voice on a mission to save his cute-n-fuzzy Gobbo friends from the wicked Baron Dante.

Croc is essentially a classic 8-bit *Mario* game gone 3D that includes and relies heavily on every platform-game cliché in the book. Floating platforms abound, giant blocks can be smashed to gain items, and there's even one of those detestable ice world levels where the control gets all boogered up as your character slides around. Aside from the standard jump, Croc can climb walls and move hand-over-hand under floating grids. Croc's defenses consist of a *Gex*-like tail whip and a butt stomp that's performed by pressing the jump key in mid-air.



To deal with this brain-damaged minion, you'll have to pop the balloons that are holding him up. Finishing off the bosses is one of the easier parts of *Croc*.

The goal is to rescue as many Gobbos as possible, and then hit a gong to signal the end of the level. Adding to the replay value are five colored gems scattered throughout each board, which will unlock a secret door after you collect them all. To stay alive, Croc must maintain a supply of gems. When he's hit, he drops them all, and there's a resulting scramble to pick them back up (similar to the golden rings in *Sonic the Hedgehog*).

Instead of one continuous world, *Croc*'s levels are broken down into individual rooms, so the sense of scale isn't nearly as grand as in *Tomb Raider* or *Mario 64*. On the other hand, all of the levels are accessible once you've beaten them, and you can zip back and forth to the easier levels if you want to rack up some extra lives. Sadly, most of the 250 rooms start looking alike after a while, and better texture variation — or simply more creativity in terms of level design — would have made for a more interesting game. You may also find yourself longing for an option that turns off Croc's voice, which gets on your nerves — with every attack, he hollers a high-pitched "Wa-boof!" or "Ker-splat!"

But the biggest headache in *Croc* is a common one to 3D platformers — the viewing perspectives simply aren't conducive to the game's basic jump and run style of gameplay. You can select from three fixed viewpoints, but none of them are really useful in most jumping situations. Judging your leaps becomes a science, and the only way you can *really* tell where your character is going to land is by keeping tracks on his shadow. An option to rotate the camera to Croc's side would have been *really* nice, since gauging depth from a behind-the-back view can be next to useless. On the plus side, Croc *will* grab the ledge of a platform if he misses it by a few inches (though that won't help if you overshoot).

All in all, *Croc* provides lots of levels, solid 3Dfx support, and frequently frustrating hop-and-bop gameplay. Its cutesy characters and Disney-esque atmosphere may make it a prime choice for parents — but don't blame us if little Timmy hurls a brick through the monitor after getting fed up with those inane jumping puzzles.

Colin Williamson

In the ice world, Croc finds out that reptiles aren't accustomed to sub-zero environments. Master the slippery control, or you'll plunge off numerous cliffs.

PC GAMER FINAL VERDICT

68%

HIGHS: Colorful graphics, nice character designs and animation.

LOWS: The camera angles don't assist you in the jumping puzzles, which are around 90 percent of the game.

BOTTOM LINE: If you're waiting for a PC equivalent of *Mario 64*, keep waiting.

Ultim@te Race Pro

Win95

PC GAMER EDITORS' CHOICE

Category: Arcade

Developer: Kalisto Entertainment

Publisher: MicroProse, Inc., 2490 Mariner Square Loop, Alameda, CA 94501 (510) 864-4550

This racing game blazes onto the PC with dazzling graphics and addictive gameplay.

Required	We Recommend
Windows 95; 2x CD drive; P133; 16MB RAM; 20MB hard-drive space; 1MB video card	4x CD drive; P166; 32MB RAM; 3Dfx Voodoo Graphics or PowerVR-based 3D accelerator; Joystick/steering wheel; Supported sound card

If the name *Ultim@te Race* sounds a bit familiar, you're not alone *Ultim@te Race* has been making waves on the hardware acceleration circuit as a jaw-dropping demo showcasing PowerVR's 3D technology, but until now, *Ultim@te Race* has been nothing more than that — an attractive demo Now, after a lengthy delay, *Ultim@te Race Pro* is finally available for mass consumption and it's no longer devoted to the PowerVR. Out of the box, *Ultim@te Race Pro* supports the 3Dfx chipset and Power VR natively, and also works on other video cards through Direct3D You can even play without hardware acceleration using the software rendering mode. However, playing without hardware acceleration would be like playing a guitar with only three strings — it may be playable, but the song is hardly the same. Fogging reflections, light sourcing; these are just a few of the great visual effects you'd miss out on

Given its history on the PowerVR, it's hardly surprising that *URP* is pretty. You can race in all sorts of weather including thunderstorms so intense you can hardly see more than six feet in front of your car. The coolest thing is that these effects change as you drive. Once you start racing on a rainy track, the first lap is relatively clear As you make your way around the track rain begins to fall, and thunder and lightning starts. The weather affects your car, too, causing a loss of traction as the rain continues

The game promises 18 tracks to race on, although that's a bit misleading There are actually only six tracks — five race tracks, and a multi-player arena. One of the five race tracks is the simple training track, which leaves only four actual tracks to race on. Kalisto gets away with passing four tracks off as 16 by changing the direction you drive, mirroring the track, and modifying the weather effects It's a little deceptive to be sure, but for the most part it works. For example, the four weather types day, night, rainy, and stormy — can turn a familiar track into a completely different experience.

But what makes or breaks a driving game is the feel of the cars, and in *Ultim@te Race Pro* the arcade physics are stupendous. Powersliding becomes an important part of driving, although you need to know when it's better to simply slow down. Given the twisty, bumpy nature of the tracks, you'll often catch some serious air or find yourself skidding down the road on your roof if you're not careful. Damage modeling is a weak spot there's no *Destruction Derby* style crash ups in *Ultim@te Race Pro*, but overall, the driving model feels pretty darn sweet.

No track shows the physics model off quite as well as the multi-player Ult@mate Arena In the Ultim@te Arena, the goal is simple — destroy the other cars while staying alive. This is accomplished by ramming cars, while gathering a hefty supply of power ups to make sure your car stays whole In other words, it's a destruction derby with jumps, traps, and a variety of terrain. The Ultim@te Arena also has a cooperative mode for team play, and something called Rabbit, which

If you have a 3Dfx or PowerVR 3D accelerator, you're in for a visual treat with this great-looking racer.

As night approaches, your car's headlights will automatically light up the way for you.

s kinda like a game of tag

There are a few drawbacks you should be aware of, however At the time this review was written, the only way players could find each other for multiplayer action was through a chat program available on the *Ultim@te Race* web site By the time you read this, Mplayer should (finally) have the game working through its free service, but until then, the multi player aspect seems limited to LANs and determined players willing to give out their IP address. Not only that, but the version of Winsock2 the game installs straight out of the box tends to crash some programs if you use Internet Explorer 4.0 And in spite of the hardware accelerated goodness of *URP*, the game doesn't support the Voodoo 2 chipset straight out of the box. These problems should be fixed by the time you read this with patches available on the game's web site: *www.ultimaterace.com*.

Even with its initial faults, *URP* is a fantastic racing game. If the folks over at Kalisto are smart, they'll make sure players can download new tracks, and, ideally, create their own But even if it that doesn't happen, you can be certain of one thing — what you get out of the box is one the best arcade racers for the PC.

— Michael Wolf

PC GAMER FINAL VERDICT

88%

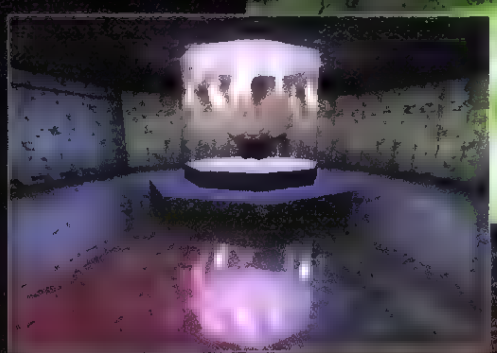
HIGHS: Fantastic visual effects; multi-player support; excellent arcade physics model.

LOWS: Buggy; really only four tracks; long load times; cars are only visually different.

BOTTOM LINE: It's the best arcade racing game you can get on the PC. *URP II*, anyone?

"The future of gaming." PC Gamer ■ a completely *original* 3D engine ■ ruthless A.I. ■ hyper-realistic environmental effects

THE END



Actual gameplay screen shots

"The world may never be the same after Unreal is released." boot ■ a revolutionary easy-to-use level editor

To reserve your copy of this game,
visit your local retail store or call 1-800-432-3493.

RP

WINDOWS 95 CD-ROM

Coming Soon to Macintosh
MacSoft

3D

Digital Extremes

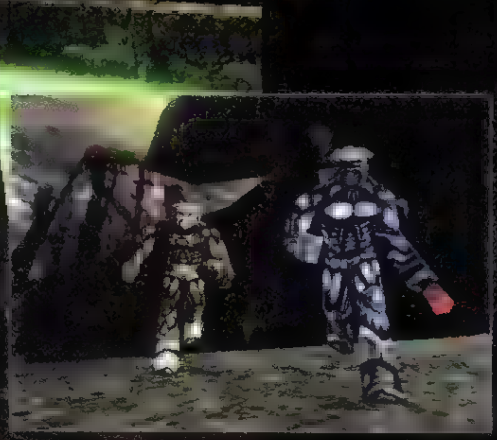
www.unreal.com

GT Interactive Software

Unreal™ ©1998 Epic Megagames, Inc. All Rights Reserved. Created by Epic Megagames, Inc. in collaboration with Digital Extremes. Published and distributed by GT Interactive Software Corp. GT™ is a trademark and GT® is a registered trademark of GT Interactive Software Corp. Microsoft® and Windows® are registered trademarks of Microsoft Corporation. MMX™ and the MMX Logo™ are trademarks of Intel Corporation. All other trademarks are the property of their respective companies.

portals welcome to the Bermuda Triangle of the Galaxy "The best looking game of all time." Next Generation

IS NEAR.



optimized for MMX and leading 3D accelerators enter an endless multiplayer universe of user-created, hot-linked levels

Unreal

downloading is believing

register for shareware now

unreal.gtgames.com

Go to www.pcgamer.com/request Product #249

TAKE THE GALAXY BY FORCE.

Conquer the galaxy through military action, diplomacy or covert operations. With *Star Wars Rebellion*, those are just a few of the ways to implement strategy and tactics on a grand scale – with control of the *Star Wars* galaxy as the prize. Command the Rebel Alliance or the Galactic Empire. Engage in spectacular battles. Earn the loyalty (or resentment) of some 200 planets. Play in real-time, in single play mode or two player mode over a network, the Internet or direct connect. Is the Force with you? Discover for yourself.

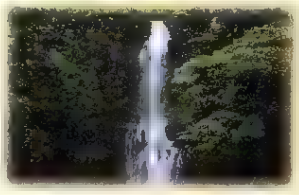
STAR WARS
REBELLION
TO CONTROL A WORLD-TO COMMAND A GALAXY
play it on ZONE.COM
for 2 players only
LUCAS Arts
For Windows 95 CD-ROM
www.lucasarts.com
TM & © 1997 Lucasfilm, Ltd. All rights reserved. Used under authorization.

Product Information Number 226

RIGHT NOW YOU COULD BE ON A TROPICAL ISLAND.

International Genetic Technologies, Inc. (InGen), a leader in biotechnology, has immediate openings for intelligent, computer-literate males and females to be part of a powerful new scientific study. If chosen, you will be taken to Site B, our field research facility on a remote island off the west coast of Costa Rica. There you will cohabitate with exotic plant life and interact with unique and lively animals. Your adventure will take you to pristine beaches, lush mangrove swamps, and dense jungles. And you will come face-to-face with living creatures you have only read about in history books. Due to the highly confidential nature of this project, we can tell you only this: Sheep cloning was merely the beginning.

Enjoy the conveniences of modern life, including championship-caliber golf.



Thirsting for excitement? Interact with Site B's authentic prehistoric ecosystem.

iGen	International Genetic Technologies, Inc. **www.trespasser.com**
	We make the future.

Do you have what it takes to be part of an exciting new technology? To find out, simply answer the questions below, then go to www.trespasser.com for a complete psychological evaluation. You could be on your way to the experience of a lifetime!

1. Would you consider yourself a fast runner? ❑ yes ❑ no
2. Have you ever been exposed to encephalitis? ❑ yes ❑ no
3. Does the sight of blood make you feel queasy? ❑ yes ❑ no
4. Can you swim? ❑ yes ❑ no
5. True False: Wood floats. ❑ true ❑ false
6. Do you fear death? ❑ yes ❑ no
7. How many living members are there in your family? _____ Are you close to them? ❑ yes ❑ no
8. If threatened, would you beat an infant animal with a table leg? ❑ yes ❑ no
9. Do you have any phobias relating to reptiles? ❑ yes ❑ no
10. Which is something you might say.
    - ❍ A. Genetic cloning is OK as long as it doesn't involve humans.
    - ❍ B. Genetic cloning of humans for medical purposes is OK.
    - ❍ C. Genetic cloning is wrong and should be illegal.
    - ❍ D. Genetic cloning is a real turn on.
11. Have you ever shot a gun? ❑ yes ❑ no
12. Are you in good physical shape? ❑ yes ❑ no
13. True False: Dinosaurs are extinct. ❑ true ❑ false
14. What is the longest period you have gone without human interaction? _____
15. As a child, were you afraid of monsters? ❑ yes ❑ no
16. Do you like sleeping outdoors? ❑ yes ❑ no
17. A velociraptor is:
    - ❍ A. A device used to measure velocity.
    - ❍ B. A German sports car.
    - ❍ C. A singing purple dinosaur who loves you.
    - ❍ D. About 6' tall with a hooked toe for ripping flesh.
18. Do you bleed easily? ❑ yes ❑ no
19. True False: Anything can be used as a weapon. ❑ true ❑ false
20. Do you have a dirty little secret? ❑ yes ❑ no

TRESPASSER™

We make the future.
International Genetic Technologies
www.trespasser.com

INTERNATIONAL GENETIC TECHNOLOGIES, INC. IS NOT RESPONSIBLE FOR ANY INJURIES, MUTILATIONS, MAIMINGS, OR DEATHS RESULTING FROM FIELD RESEARCH CONDUCTED BY VOLUNTEER PARTICIPANTS. INGEN'S LABORATORY CONFORMS TO USG P4 EK3 GENETIC PROTOCOLS. TRANSPORTATION OFF SITE B IS NOT PROVIDED **WARNING:** RADIOACTIVE ISOTOPES IN USE. HARMFUL CARCINOGENS MAY BE PRESENT. SOME ANIMAL SPECIES MAY BE CARNIVOROUS AND POSE A SERIOUS HEALTH RISK. PREGNANT WOMEN AND THOSE WITH HEART CONDITIONS SHOULD NOT APPLY. © 1998 UNIVERSAL CITY STUDIOS, INC., AND AMBLIN ENTERTAINMENT, INC. TRESPASSER IS A TRADEMARK OF UNIVERSAL CITY STUDIOS, INC. AND AMBLIN ENTERTAINMENT, INC. THE LOST WORLD: JURASSIC PARK ™ & © 1998 UNIVERSAL CITY STUDIOS, INC., AND AMBLIN ENTERTAINMENT, INC. LICENSED BY UNIVERSAL STUDIOS LICENSING, INC. ALL RIGHTS RESERVED. COMPUTER PROGRAM © 1998 DREAMWORKS INTERACTIVE L.L.C. ALL RIGHTS RESERVED. DREAMWORKS INTERACTIVE IS A TRADEMARK OF DREAMWORKS L.L.C.

RAMPAGE

THE LOST WORLD
JURASSIC PARK

DREAMWORKS
INTERACTIVE

You know you want it, you know you *need* it — the goods on the gaming gear your PC craves — and it's all right here in...

The Hard Stuff

Games are getting more sophisticated every day, mainly because evolving PC hardware is allowing higher levels of sophistication. Games of yore (meaning three or four years ago — don't even compare technologically to current games. We look at them now and say, "Look at those *graphics!* Can you believe we used to think that was *good?*"

As games have gotten prettier and more complex, our appetites for still prettier and *more* complex games have been growing along the same curve. Long-running series tell the whole story: Sierra's *King's Quest*, for instance, started out with blocky, 16-color graphics and substitutes, and we were wowed by it. Over the years, more lush graphics and speech were added; the last installment featured Disney-caliber animation, and the next one will support 3D acceleration.

Speaking of which, 3D acceleration is also improving with every wave of games to hit the market. The goal of 3D acceleration is to make games look more realistic, and it works: Those fully rendered polygon beasts in *Quake II* are a lot more convincing than the 2D sprites of *Doom*.

Another telling sign of the realism to come is the ongoing move to the first-person point of view. Years ago, the only first-person games were air combat sims and some racing games. Gradually, a few roleplaying games moved from a top-down perspective to a first-person POV. Later games, like *Wolfenstein 3D* and *Ultima Underworld*, firmly established the first-person viewpoint. The reason is clear: not only have the best-known first-person games — *Doom*, *Quake*, and their progeny — been excellent games, but the whole you're-in-the-middle-of-the-action perspective is more realistic and engaging than staring down at your character like you're having an out-of-body experience. The first-person viewpoint is even invading other genres; real-time strategy is taking a new turn with first-person games like *Uprising* and *Battlezone*.

The future of games is in realism. As 3D-accelerated graphics become more convincing, and as we play more and more games from inside, rather than outside, our characters' heads, games will continue to look and feel more and more lifelike. Star Trek's holodeck is still a long way off — more's the pity — but if game technology continues on its current trajectory, that or something like it may well be the ultimate future of games.

Meanwhile, let's go see what's cooking...

Contents

Previews

Move Over, Voodoo 2: *A few companies are out to prove that 3Dfx isn't the only company making graphics accelerators* 131

CyberStick — A Second Look: *A faulty review unit led us to give this joystick a harsher review that it deserved* .....

Reviews

Diamond Monster 3D II *card* 136

S2/MidiLand 4100 *speakers* .....

OptiQuest V95 *monitor* .....

InterAct Vortex 3D *joystick* .....

UR Gear *headset* .....

The Hard Stuff Sideways Page

Sound cards and driving wheels: *If you are looking for either, check out this page* 143

Tech Q&A

Why are gaming computers so expensive? *Joel answers this question and more!* 144

How We Rate The Hard Stuff

You've been around long enough to know the greatest technology doesn't mean a thing unless it improves the games you love to play. Our reviews focus on real-world testing, but when a number is in order for comparisons, we use the benchmarking tools developed by our hardware-frenzied sister publication, *boot*. Between our rigorous testing and the thorough bootMarks, we'll give you the lowdown on which devices perform and which ones fizzle.

PC Gamer Editors' Choice Awards

Every month, we honor the best peripherals, utilities, and hardware we test with our Editors' Choice award. So when you see the *PCG* Editors' Choice logo on hardware at a local computer store, you can be sure it's among the best.

PLAYTESTERS WANTED

Come to the
1998 Gen Con®
Game Fair and play
next year's hottest games today.

Representatives from the makers of such games as Myth, The Fallen Lords™, Heavy Gear™, Baldur's Gate™, Advanced Dungeons & Dragons® game, and Magic: The Gathering® will be on hand to demo their upcoming releases.

Be the first to play their games and tell them what you think.

Besides the electronics, tons of other games make their debut here too.
Roleplaying and trading card games. Wargames, board games, and miniatures.

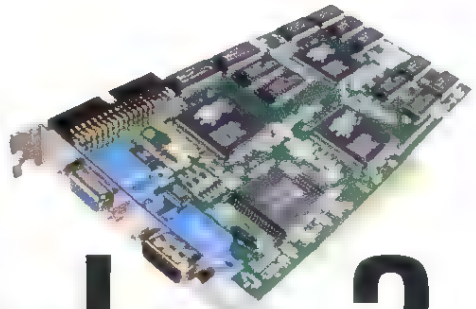
Gen Con is all about games.

To playtest tomorrow's best, start planning for Gen Con today.

August 6-9 • Midwest Express Center • Milwaukee, Wisconsin
For more information
call Andon Unlimited at (614) 856-3976
or find them on the Web at <www.andonunlimited.com>.

Gen Con and Advanced Dungeons & Dragons are registered trademarks of TSR, Inc. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc. Magic: The Gathering is a registered trademark of Wizards of the Coast, Inc.
©1998 Wizards of the Coast, Inc. All other products mentioned above are trademarks of their respective companies.

Move Over, Voodoo 2



■ 3Dfx may be on its way to owning the 3D graphics market this year — but a few competitors might have something to say about that.

Last year, 3D accelerated games quickly went from being a novelty to a de facto standard. Not long ago, our reviews happily mentioned when a game came with 3D accelerator support — now we occasionally slag 'em when they don't.

One of the driving forces behind the revolution was the amazing, ahead-of-its-time performance of the Voodoo Graphics chipset made, of course, by 3Dfx. The power and visual quality of Voodoo Graphics blew away everything else on the market and lured more developers to support it than any other chipset.

3Dfx's follow-up to that revolutionary chipset, Voodoo 2, was without a doubt the most anticipated gaming hardware in years. The pre-release hype dwarfed all other industry news, and even as the first boards trickle into stores, gamers are demanding more

Guess what: Voodoo 2 may be great, but it's not the only 3D chipset that will turn heads this year. The latest efforts from a couple of last year's also-rans, PowerVR and Matrox, may become this year's dark horse successes — if they live up to the promises of their manufacturers.

POWER VR SECOND GENERATION

NEC and VideoLogic's first line of chips, the PowerVR PCX and PCX2, weren't bad in their day. The PCX2 was really the only alternative to the Voodoo Graphics boards for gamers who wanted to play the accelerated version of *Quake*; nothing else out there was powerful enough to handle the demanding nature of OpenGL, the 3D API of choice for id Software and other *Quake*-engine developers

The PCX line was unique in several aspects compared to other graphics chipsets, primarily in its method of handling Z-buffering. Rather than rendering every 3D object in a given scene before removing invisible objects, the PCX chips don't render polygons obscured from view by closer polygons. The second-generation technology will continue to employ this trick.

The PowerVR-driven *Ultim@te Race Pro* only hints at what Second Generation technology can do

In the spirit of that unique trick, the new chip, known only as "Second Generation" as we go to press, will have a few interesting tricks of its own. While it will support full-screen antialiasing, the same jaggy-removing effect can be achieved with lower processing cost by simply increasing screen resolution. The PowerVR Second Generation will take that thinking a step further: even if your display is set for a (relatively) low resolution like 640x480 or 800x600, the chip can render at 1600x1200, then sample it down to your screen res, effectively antialiasing everything.

Five versions of the Second Generation chip will become available throughout 1998: The new chip will appear in consoles, arcade machines, and PCs (in AGP 2X, PCI, and OEM flavors). NEC and VideoLogic have already announced that the new chip will appear in a host of brand-name PCs, including machines from Compaq, Gateway 2000, and NEC. (That last isn't quite the gimme you might think: even last year's NEC PowerPlayer line included 3Dfx, not PowerVR, accelerators.)

MATROX MGA 200

Matrox has finally announced the next step in its successful, but rapidly aging, Mystique line. One of the very first widely used 3D accelerators, the current Mystique lacks features gamers have come to think of as standard, like bilinear filtering and alpha blending.

Armed with a new line of

MOVE OVER...

CONTINUED ON PAGE 132

3D LINGO

ANTIALIASING: A method of eliminating the jagginess seen in diagonal and curved lines. Antialiasing is used in two ways: Edge antialiasing, which only deals with the edges of polygons, and full-screen antialiasing, which eliminates jaggies from everything in view. Antialiasing is rarely used in games because it takes enormous resources, usually slowing down the frame rate.

ALPHA BLENDING: A method of creating transparent or invisible objects. Alpha blending manipulates an alpha value for each pixel, which determines how translucent the pixel is. The technique is usually used to remove unnecessary pixels from around objects; for example, in *Terracide*, when you fire a weapon, you don't see a black box around the projectile, because it's blended out.

Z-BUFFER: Most 3D accelerators render every single polygon that appears in a given scene, then remove objects that are obscured by closer objects. This technique is known as z-buffering, since the objects removed from view are stored in a small memory buffer so they're handy when they become visible.

MIP MAPPING: A method of using different texture maps with different levels of detail; lower detail textures are used when a polygon is far away, and more detailed textures are used as the object grows closer. Trilinear MIP mapping prevents the transition from one texture to the next (sometimes known as "texture swap") from being noticeable.

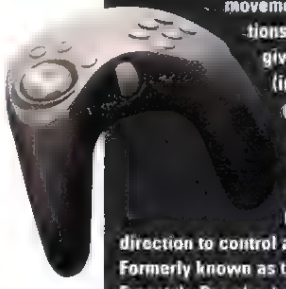
SPECULAR HIGHLIGHTS: A lighting effect that creates a realistic glare or shade on objects, based on the source of the light illuminating them.

Peripheral Visions

The Future of Hardware

Doing it Freestyle

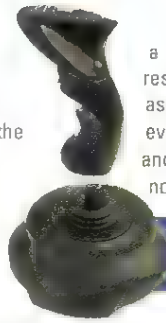
Microsoft's SideWinder line is expanding in new directions, and the latest controller to wear the name is much more than just a gamepad. The SideWinder Freestyle Pro employs an accelerometer — a specialized chip that detects movement deviations from a given plane (in English, that means you simply tilt the Freestyle Pro in any direction to control a game). Formerly known as the Tilt, the Freestyle Pro also has a directional thumbpad that can be used as a hat switch in conjunction with the tilt function — or, if you get tired of tilting, you can turn off the sensor and use the Freestyle as an ordinary gamepad.



The Latest Quake Stick

Mad Katz has released the Panther XL, a joystick and more: it's a combination of a good-looking joystick and FPgaming's 3D Assassin trackball (reviewed back in August 1997). The wide base houses a ball surrounded by five buttons, designed to control your viewpoint in first-person shooters like *Quake II* while you use the joystick to control movement. The stick itself sports four fire buttons, two hat switches, and a throttle.

CyberStick: A Second Look



Back in the April 1998 issue, The Hard Stuff reviewed a free floating joystick called the CyberStick from a company called CyberStuff. The review was less than favorable; one of the biggest issues we had with the CyberStick was a major lack of precision. As a result, the folks at CyberStuff asked us to send them the evaluation unit we reviewed, and we were told it was diagnosed with a faulty sensor

It must've been after all! A faulty sensor would led us to give CyberStuff's CyberStick a harsher review than it deserved in our April 1998 issue.

CyberStuff sent us a replacement stick, which we're pleased to report performed better than the original. We still can't recommend the CyberStick for flight sims or other games that require precision, but action gaming fans looking for something unique may want to give it a look

MOVE OVER...

CONTINUED FROM PAGE 131

chips, Matrox will re-enter the 3D wars later this year. Announced in March, the MGA-G100 and MGA-G200 chips will, according to Matrox, offer uncompromisingly fast AGP 2D and 3D acceleration. The lower-end G100 will be targeted at businesses and budget PCs, while the G200 will be a gamer's solution

Matrox plans to introduce the G200 on a series of 8MB and 16MB Mystique and Millennium cards, all of which will be AGP 2X implementations. The G100 will be introduced on an 8MB board called Productiva

The high-end G200 chip won't just be a gaming accelerator; Matrox expects the accelerator to do what other boards, like its own MGA-2164W-based Millennium II and Number Nine's Revolution 3D (based on the Ticket To Ride chipset), have only had partial success at: be a full, CAD-level OpenGL accelerator *and* a blazing fast Windows 95 gaming accelerator

The G200 will be a Direct3D and OpenGL accelerator, taking advantage of the full DirectX 6 feature set with the ability to do trilinear MIP mapping and specular highlighting. Matrox isn't planning to support its old, proprietary API used in support of the first Mystique games (like *Tomb Raider* and *Battle Arena Toshinden*). Matrox also doesn't currently have any plans to build boards with chipsets other than those created internally. If the MGA-G200 chip is as powerful as Matrox hopes, there won't be any need

Links LS 1998

ACCESS
SOFTWARE INCORPORATED

For information on this fine product, visit our website at www.AccessSoftware.com B6L or call 1-800-800-4880. And add some color to your life!

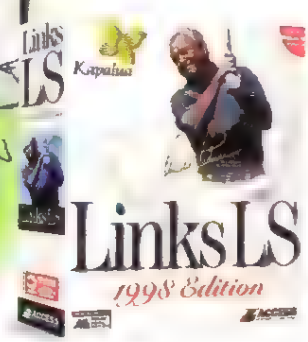
Links LS
1998 Edition

Real Life *by Comparison*

Take a 20-minute Links' break and challenge Arnold Palmer to 18 holes on Maui's Kapalua Bay Course.

- New waving flags, airplanes and other animations
- New water reflections
- Six golfers including Arnold Palmer
- Faster screen redraws
- Quick-start internet play
- Over 20 other new features

CODIES 19 98 AWARDS

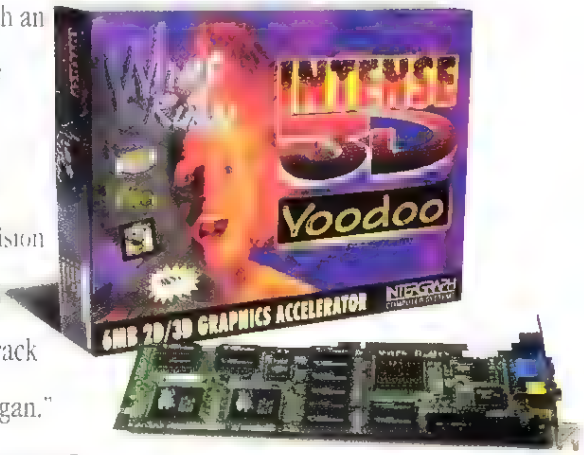


Go to www.pcgamer.com/request Product #002

Intergraph and the Intergraph logo are registered trademarks and Intense 3D and the Intense 3D Wonder logo are trademarks of Intergraph Corporation. Electronic Arts is a registered trademark EA e'trademark of Electronic Arts. Nitro Route is a trademark of Beijaina Software International. Jane's is a registered trademark of Jane's Information Group, Ltd. used under license. Tomb is a registered trademark of GBPC, a subsidiary of Golden Books Family Entertainment. 3Dfx, the 3Dfx logo, Voodoo Graphics and Voodoo Rush are registered trademarks of 3Dfx Interactive, Inc. Windows is a registered trademark of Microsoft Corp. Other brands and names are trademarks of their respective owners. Copyright 1998 Intergraph Corporation. Huntsville, AL 35894-0001. MC 980012 3/98

"I kick tush in PC games.

I used to rap your knuckles twice a week for not doing your homework. Now I'm going to kick your tush in a fast-paced action packed game of Moto Racer. And I can do it, too, because I've been playing with an **Intense 3D Voodoo PC graphics card**. Based on the **3Dfx® Voodoo Rush technology**, Intense 3D Voodoo's **realistic 3D graphics** gives me the edge to hone my playing skills. And its **TV-out connecter** lets me plug my PC into the big screen television in the rectory, so I really get into the action. Plus, because Intense 3D Voodoo **runs regular Windows 95 applications**, I still manage to track the school finances and bake sales and keep up my correspondence with Father Flanagan."



Get the card that's given Sister Mary Margaret the edge. Get Intense 3D Voodoo, now. Available at retailers nationwide.

INTENSE 3D Voodoo

Sister Mary Margaret, Moto Racer devotee, says "Get Intense 3D Voodoo, or suffer the wrath!"

Includes full-versions of TUROK™: Dinosaur Hunter, Moto Racer™ and Jane's™ Longbow FX

Intense 3D Voodoo delivers super-sharp graphics for stunning realism and intense game play.

INTERGRAPH
COMPUTER SYSTEMS

Product Information Number 327

Buy Intense 3D Voodoo at your local computer retailer.
www.intergraph.com/voodoo 1-800-763-0242

Diamond Monster 3D II

Company: Diamond Multimedia
www.diamondmm.com

Phone: (800) 468-5846 (TO ORDER)
(514) 967-2450 (TECH SUPPORT)

Prices: $229 (M.S.R.P.)
(8MB VERSION REVIEWED)

It's the Voodoo 2-based follow-up to the overwhelmingly successful Monster 3D. 'Nuff said.

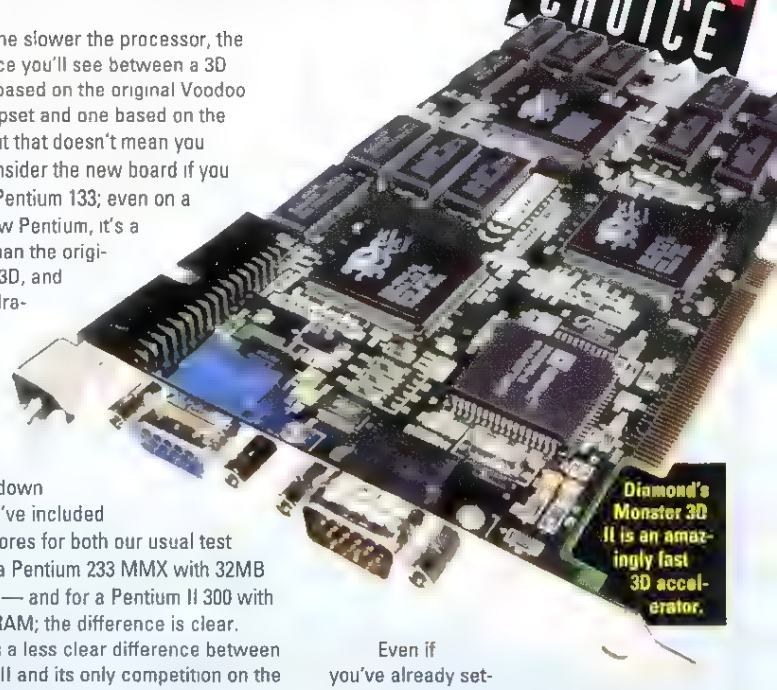
PC GAMER EDITORS CHOICE

The Voodoo 2 wars are underway, and a heavyweight has just weighed in. We're speaking, of course, of Diamond Multimedia, whose Monster 3D card became the best known 3Dfx-based 3D accelerator on the market. The term "Monster 3D" — or just "Monster" — has become nearly synonymous with "3Dfx Voodoo Graphics-based 3D accelerator card," almost the way all photocopiers are known as "Xerox machines."

It was a no-brainer for Diamond to follow up with a Voodoo 2-based board, and the Monster 3D II takes advantage of all the awesome power of that killer chipset.

The Monster II installs easily with the help of Diamond's typically well-written documentation. Like all Voodoo 2 cards, the Monster II is a 3D-only card; you'll keep your existing 2D or 2D/3D card and connect the Monster II to it — it should work with just about any card you've got. The Monster II we reviewed sports a total of 8MB of RAM — 4MB of texture memory and a 4MB frame buffer. This allows it to crank up to 800x600 in most games.

Once it's up and running, the Monster II's performance is excellent — on a fast computer. Since the Voodoo 2 chipset's performance is scaled to match the processor it's paired with, you're not likely to be knocked out by it unless your running a Pentium II. The slower the processor, the less difference you'll see between a 3D accelerator based on the original Voodoo Graphics chipset and one based on the Voodoo 2. But that doesn't mean you shouldn't consider the new board if you only have a Pentium 133; even on a relatively slow Pentium, it's a little faster than the original Monster 3D, and you'll see a dramatic difference when you finally do upgrade to a Pentium II somewhere down the road. We've included bootMark scores for both our usual test machine — a Pentium 233 MMX with 32MB of EDO RAM — and for a Pentium II 300 with 64MB of SDRAM; the difference is clear.



Diamond's Monster 3D II is an amazingly fast 3D accelerator.

There's a less clear difference between the Monster II and its only competition on the market at press time: the Creative Blaster Voodoo², but the difference is there. The Monster II actually squeezed out slightly faster frame rates than the Creative board; interestingly, the difference is a bit more pronounced in Direct3D games than in OpenGL games like *Quake II*. This is most likely a result of more efficient drivers or very minor design differences.

Another area in which Diamond wins — and it's a far more lopsided victory — is the game bundle it's included with. Diamond is known for tossing in tons of software for new users to jump right into, and the Monster II is no exception. Included are demo versions of *Flight Unlimited II, Andretti Racing, Madden NFL 98, Nuclear Strike, Wing Commander Prophecy* and more; there's a three-level version of *Tomb Raider II*, the full version of *Heavy Gear*, and partial versions of the LucasArts games *Shadows of the Empire, X-Wing vs. TIE Fighter*, and *Jedi Knight*.

Not surprisingly, the Monster II did an excellent job with these and every other game we tossed at it on both test systems. Visual quality is stunning, and frame rates are almost shockingly high.

Even if you've already settled down with a Pentium II 333, and you don't plan on upgrading your processor for a very long time, you can stil milk out even faster frame rates and sharper resolutions by buying another Monster II. Like all Voodoo 2 cards, two identical Monster IIs can be installed in the same system and connected with a little ribbon cable, which is included in the box. Together they work in SLI (Scanline Interleave) mode, which means they paint in-game frames in parallel.

If you're ready to spend a little more money and you want a great accelerator whose performance will improve as you upgrade your PC, the Monster II belongs on a very short list of contenders.

bootMarks

BOOTMARK	P233	P2-300
X (TESTS DIRECT3D PERFORMANCE)	640x480: 56.42fps 800x600: 50.5fps	640x480: 96.41fps 800x600: 86.2fps
Forsaken (TESTS DIRECT3D PERFORMANCE)	640x480: 59.29fps 800x600: 47.83fps	640x480: 111.63fps 800x600: 75.48fps
GLQuake (TESTS OPENGL GAMING PERFORMANCE)	640x480: 56.3fps 800x600: 38.9fps	640x480: 89.1fps 800x600: 57.2fps
Quake II (TESTS QUAKE II PERFORMANCE)	640x480: 41.1fps 800x600: 34.1fps	640x480: 55.7fps 800x600: 46.1fps

PC GAMER FINAL VERDICT

HIGHS: It's very fast, it's very powerful, and with 3Dfx, Direct3D, and OpenGL compatibility, it's supported by more games than any other accelerator in its class.

LOWS: May not work with some early games using the Glide API; requires an empty PCI slot.

BOTTOM LINE: The Monster II is the fastest 3D accelerator currently available for gaming.

S2/MidiLand 4100

PC GAMER EDITOR'S CHOICE

Company: MidiLand Inc
www.midiland.com

Phone: (888) 592-1168 (TO ORDER)

Prices: $399 (M.S.R.P.)

Look at the way PC speakers are evolving, and you'll understand why some of us here have simply started playing our audio CDs through our PCs — the sound quality from the better speaker systems beats what many of us can get from our home stereos. The S2/MidiLand 4100 system really drives that point home.

Designed by S2, the same firm that created the Diamond Audio 4060 that earned an Editor's Choice in our June 1997 issue, the 4100 features the same Mack-truck construction and more power. Sporting a subwoofer unit as big as most computer cases (it houses an 8" speaker) and two 4 1/2" satellite speakers encased in cast aluminum, the 4100 is immediately identifiable as a deadly serious speaker system. With 25 watts driving each of the satellites and 50 watts going to the subwoofer, you're looking at 100 watts of sheer power. Most of the time your volume control knob will be set far below the halfway mark, but even at the loudest settings the audio is crisp and clear

The system has two pairs of RCA jacks for two different inputs, along with a microphone input and mixer. Everything is controlled through a 5 1/2" module; you can use Velcro strips (included) to attach it just about anywhere, or you can mount it directly in a half-height drive bay on your computer's case — very nifty The control module contains four buttons — mute, loudness (which amplifies the high and low range for better clarity at lower volumes), input selection, and a toggle for 3DSP, MidiLand's proprietary stereo expander

The speakers aren't without fault; the sheer amount of power is almost *too* much for a computer speaker system. And if you've got long legs, you may resent the amount of space the subwoofer takes under your desk....

Having picked those nits, though, the S2/MidiLand 4100 is a fantastic high-end system, well worth consideration alongside better-known products from Bose and Cambridge SoundWorks. If you're ready to drop about $400 on a kick-ass set of speakers, give 'em a listen.

Just take a look at that subwoofer! MidiLand has outdone itself with the powerful S2 4100 system.

PC GAMER FINAL VERDICT

HIGHS: Clear, accurate sound at high and low volumes; loads of power; handy control module mounts anywhere.

LOWS: Huge subwoofer takes up a lot of space under the desk; no headphone jack.

BOTTOM LINE: Although pricey, these are great-sounding, powerful speakers that may blow away your stereo system in more ways than one.

OptiQuest V95

PC GAMER EDITOR'S CHOICE

Company: OptiQuest
www.optiquest.com

Phone: (800) 888-8583 (TO ORDER AND FOR TECH SUPPORT)

Prices: $789 (ESTIMATED STREET PRICE)

Mmm...big monitor....

You can play PC games on any monitor — provided it at least does SVGA — but the first gaming experience on a truly big screen is a life-changing event for most gamers. Lots of folks would rather play on a TV than a little 14" screen.

For screen-real-estate junkies, there's good news: monitor prices have been steadily dropping for the past few months, while quality has been skyrocketing. Riding high on the crest of this trend are ViewSonic and its consumer arm, OptiQuest.

Monitor Facts

Max. Resolution Supported: 1600x1280 77Hz
Dot Pitch: .26
CRT Size: 19"
Viewable Area: 18"

The OptiQuest V95 monitor offers a nearly flat screen with an 18" diagonal viewable area. The picture, at a .26 dot pitch, is remarkably crisp. The V95 was configured for optimal picture right out of the box; the only adjustment we had to make was a tweak to correct some minor pincushioning.

Speaking of adjustments, through the use of a simple menu-driven interface, everything you'll need to tune is at your fingertips. Not that you'll need to do much adjusting; through every resolution and each supported refresh rate, the picture stayed perfectly centered.

The V95's image quality is premium; colors are bright, and edges are distinct and well defined right up to 1280x1024 at 75Hz (when we bumped it up to 1600x1200, it manifested a bit of blurriness, especially at the center). Color convergence remained perfect throughout all of our tests. The only other complaint we could find was a minor glare problem; our office's fluorescent lights reflected a bit more in the V95's screen than they do in the Sony monitors most of us use, but not so much as to be distracting.

The footprint is a little deep, but not much bigger than that of an average 17" monitor. The V95 is 17" x 17" and 18" deep — a lot of screen in a relatively small space.

If you're sick of your tiny little monitor, find an excuse to buy a new one. If your heavenly 17" powerhouse blew up after the warranty expired, call it a mixed blessing.

Big monitor, low price! OptiQuest has a rep for supplying really good monitors that real people can afford, and the V95 is a prime example.

PC GAMER FINAL VERDICT

HIGHS: Excellent in nearly every way: Generous viewable area, clear picture, relatively small footprint and price.

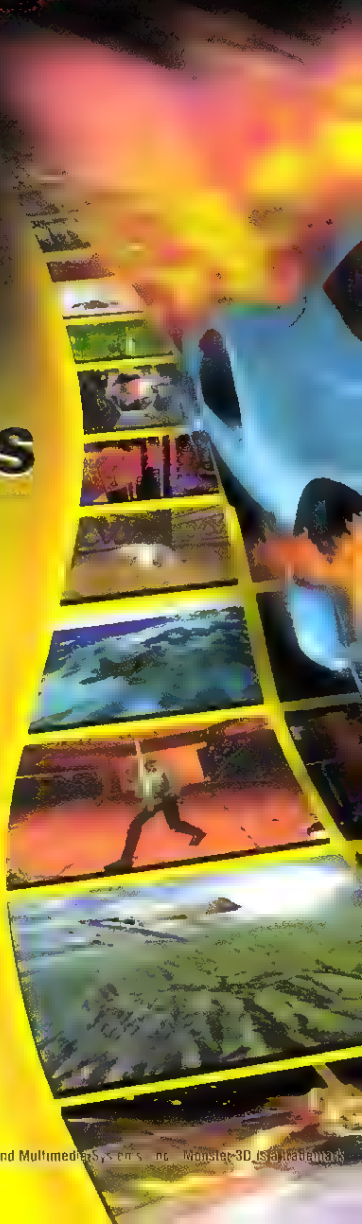
LOWS: A little blurry right in the center of the monitor at 1600x1200; very minor glare problem, especially in offices with florescent lights.

BOTTOM LINE: The OptiQuest V95 is a fabulous, affordable 19" monitor.

Ignore All Speed Warnings

Diamond's Monster 3DII featuring 3Dfx's Voodoo² accelerator – a Bit Burnin', Pixel-Crushing, Polygon Packin', Hi-Res Full-Screen Speed Demon.

- **Clock over 60 frames per second**
- **Floor it with the MEGA-Monster dual card feature for over 100 fps and 1024x768 gaming**
- **8MB or 12MB configurations**
- **FREE games! Including the Limited Edition Star Wars Game Pack, Heavy Gear™, TombRaider II™ Special Edition, and more.**



Copyright © 1998 Diamond Multimedia Systems, Inc. and 3Dfx Interactive, Inc. All rights reserved. Diamond and the Diamond logo are registered trademarks of Diamond Multimedia Systems, Inc. Monster 3D is a trademark

Product Information Number 374

of Diamond Multimedia Systems, Inc. 3Dfx Interactive, the 3Dfx Interactive logo and Voodoo2 are trademarks of 3Dfx Interactive, Inc. All other trademarks belong to their respective owners.

InterAct Vortex 3D

Company: InterAct Accessories
www.interact-acc.com

Phone: (800) 732-6866 (TO ORDER)

Prices: $59.99 (M.S.R.P.)

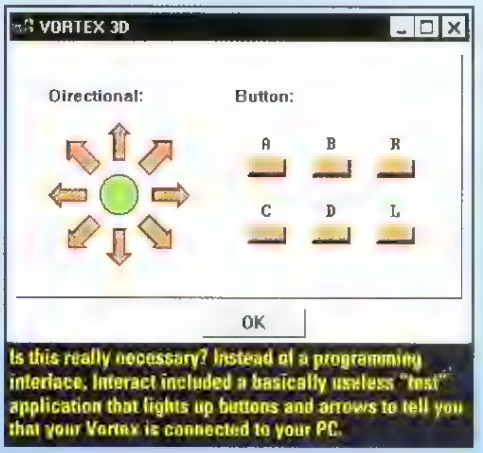
This futuristic-looking controller from InterAct is surprisingly versatile — and fun to play with, too!

When we first saw InterAct's Vortex 3D, we thought the company had abandoned game controllers: this unique "upside-down joystick" looks like an FM antenna booster. It certainly doesn't resemble any game controller that's come through our offices before — but that's not necessarily a bad thing.

The Vortex is an acrobatic controller that tries to be much more than any one gaming device: it works as a gamepad, a joystick, and a steering wheel. In the past, we've found that devices designed to do *everything* aren't particularly good at anything — but the Vortex overcomes its identity crisis better than most other Swiss-Army controllers. In fact, it comes off quite well.

The main body of the Vortex is a square block with a batch of switches, a directional thumbpad, a spring-loaded throttle, two triggers, six buttons, trim controls for the X and Y axes and the throttle, and an auto-fire switch. On its own, it's a pretty comfortable gamepad, but it also comes with a sturdy base that looks fit for displaying a model Klingon Bird of Prey. The base does more than hold the gamepad off the table; it plugs into a ball-and-socket connector on the gamepad's underside and lets you use it as a joystick by rocking and swiveling it — or as a steering wheel by turning it right and left.

A gamepad on a trophy stand? No, it's the InterAct Vortex 3D, a cool and unique controller for all kinds of games.



Is this really necessary? Instead of a programming interface, Interact included a basically useless "test" application that lights up buttons and arrows to tell you that your Vortex is connected to your PC.

Through the use of a digital/analog selector and a few other switches, you can configure the Vortex to use a number of different axis and button combinations. It works in DOS mode as a 2-axis, 4- or 6-button joystick, and no less than seven Windows 95 joystick drivers are provided to gear up the Vortex for any type of game. Figuring it all out will mean a bit of experimenting, though; the manual isn't very thorough

All this functionality is great; still, there could've been more: the analog/digital switch selects the thumbpad or the base for movement control, so there's no way to use the thumbpad as a four-way hat switch in flight sims while using the Vortex as a joystick. The left and right triggers echo thumb buttons five and six, so not only are they not separate from the thumb buttons, but they're useless in games which only recognize four buttons. And although you can tilt the Vortex left and right, forward and back, and twist it, you can't enable all three of those axes at once; the only three-axis mode uses the springy throttle lever near your right index finger.

As a gamepad, the Vortex is wonderful; its substantial mass fills your hands nicely, the thumbpad is responsive, and the buttons are well placed. Switching to analog presents a few problems in each of the modes, though — since the base raises the Vortex several inches above your desktop, it's tough to get a comfortable grip on it. It's most comfortable if you're standing, so you can reach down to grab the Vortex; otherwise, tilting it forward puts a strain on the old wrists (Joel actually sat on a phonebook to test it!).

As a driving wheel, the Vortex's turn radius is a bit too wide, especially if you plan to use the throttle slider; its location makes it awkward to keep a finger on while turning through tight corners. And while we'll never knock a controller maker for including the rarer-and-rarer trim axis controls, the trim control for the throttle is right under the throttle itself; it's way too easy to "adjust" it by accident and totally throw off the calibration.

Still, even with unfamiliar style, the Vortex is amazingly easy to get used to. Once you've found a comfortable position to use it, it's a remarkably fun and intuitive controller to play games with, and its versatility makes it useful in just about every type of game.

PC GAMER FINAL VERDICT

HIGHS: Versatile, comfortable, and easy to use; most gamers will get a kick out of the strange shape of the controller and base.

LOWS: Poor manual; no programming interface; some modes are not as useful as they could be.

BOTTOM LINE: The Vortex may not be the ideal controller for a hardcore gamer, but it's fun and useful for lots of different kinds of games.

UR Gear

Company: Union Reality
www.unionreality.com

Phone: (408) 980-7457 (TO ORDER AND FOR TECH SUPPORT)

Prices: $99 (M.S.R.P.)

This unique controller turns your head into a joystick — but that's not something your head was meant to be.

The sleek UR Gear headset is innovative, but ultimately disappointing.

True virtual reality is still a long way from being affordable, convincing, and truly useful in computer gaming. Over the past few years, we've seen all kinds of products which promised VR, but each met with limited success.

Union Reality has taken a different approach. The UR Gear head-mounted controller doesn't have a flickering, headache-inducing LCD display right in front of your face. It doesn't even have those flickery LCD shutter glasses for a 3D effect. This headset is strictly a controller with earphones and a microphone.

The sleek-looking headset — designed by Pininfarina, the Italian company responsible for the exotic look of the Ferrari — communicates with your PC via an IR sensor and a set of twisted-pair cables. The IR receiver sits atop your monitor; its job is to track the movement of a transmitter in the helmet, mounted just over your forehead. Cables for the earphones and microphone run from the back of the helmet to the receiver unit, then on to the appropriate ports on your sound card. The unit also connects to a nine-pin serial port and the joystick port. The cables provided are long enough to ensure that they don't get in the way.

The headset is incredibly tight at first, but after a brief break-in period, it doesn't feel so much like a head-crushing vise. There's plenty of room in it for any size head, and it doesn't slip at all. Fat, fluffy cushions around the ear pieces block out almost all of the sound around you. Unfortunately, they also make it very uncomfortable to use the UR Gear and wear glasses at the same time.

The UR Gear works both as a joystick and a mouse. As a joystick, looking left and right controls the traditional X-axis; up and down is the Y-axis; and moving forward and back (closer to and farther from the receiver) is the Z-axis. It's intended to be used with any first-person game, from shooters like *Quake* and *Jedi Knight* to driving and flight sims. In those types of games, you often manipulate hat switches, mice, or other controllers to simulate head movement, so logically a head-mounted controller would be a more natural alternative. Right?

Well, not really. The UR Gear isn't impossible to use with current games, but in testing it we came up with an ever-increasing list of flaws that make it very tough to live with.

The first thing we noticed was really poor sound quality. Compared to just about every set of headphones that have made their way through this office — including the little phones attached to our Walkmans and CD players — the UR Gear sounded awful. The sound had little bass and really tinny treble; surprising for such big, full-ear headphones. You could always unplug the UR Gear from the sound card and plug in a decent set of speakers, but they'd be hard to hear with the sizeable headphones enveloping your ears.

To be fair, some of the control issues we had with the UR Gear stem from the way current games are designed. The head-tracking is precise and responsive; it's just not always convenient. When using head-look in first-person shooters like *Quake II*, for instance, you're not really turning your character's virtual head; you can look up and down freely, but when you look left or right, your character moves in that direction. When you're wearing your controller on your head, it just doesn't feel natural; for instance, as you're running along the edge of a drop in *Quake II*, you might feel inclined to take a peek over the edge; but if you do, you'll turn that direction and fall over the side.

Another odd effect of wearing a joystick on your head is that joysticks have a center dead zone, where motion stops. You have to replicate this with your head movements. Citing the *Quake II* example, when you turn your head to the left, the view doesn't change proportionally to the motion your head makes; instead, the view keeps panning left until you return your head to center.

The final — and most obvious — problem is simply that your monitor is fixed in front of you. As you use the UR Gear headset to control a game, you're actually turning slightly away from the monitor you're supposed to be looking at. While we were able to get used to all of its other quirks, this last one was too tall a hurdle to clear.

The UR Gear is a well made product — except for the headphones — and it may become a viable controller if games are written to take advantage of its unique qualities. With games available right now, though, we found it to be cumbersome and awkward.

PC GAMER FINAL VERDICT

HIGHS: The lightweight controller fits snugly on any head; it's responsive and versatile.

LOWS: Poor audio quality; moving your head like a joystick just isn't natural — you have to turn away from the screen to control games.

BOTTOM LINE: There may one day be a place in the controller market for a gadget like the UR Gear, but there isn't one yet.

Product Information Number 138

The Hard Stuff Sideways Page

WE REVIEW SO MUCH HARD STUFF EVERY MONTH, it can be hard to keep track of what's hot and what's not. On this page, we dare to compare hardware we've reviewed in past issues. In fact, there's so much data, we had to turn the page sideways to make it all fit! This month: sound cards and racing wheels!

SOUND CARD	DATE REVIEWED	PRICE AS REVIEWED	BUS	WAVETABLE VOICES	WAVETABLE QUALITY	DOS MODE COMPATIBILITY	3D SOUND COMPATIBILITY	COMMENTS
Sound Blaster AWE 64 Gold	June 97	$249.99	ISA	32 hardware, 32 software	Good	AWE 32	Stereo Enhancement	A fine sound card, but the AWE 32 is nearly as good for less cash.
MaxiSound Game Theater 64	August 97	$199	ISA	64 hardware	Very Good	SB Pro, ESS AudioDrive	Proprietary	High-quality sound card at a great price.
[illegible]	[illegible]	[illegible]	[illegible]	—	—	—	[illegible]	Used with a legacy sound card, adds incredible dimension to A3D games.
AVM Apex Sound Card	January 96	$349	ISA	32	Good	SB Pro	—	Not recommended for gaming.
VideoLogic SonicStorm	April 96	[illegible]	PCI	32	Fair	SB Pro	DSound, DirectSound 3D	At its price, this is a great gaming card.

SOUND CARD KEY

Price when reviewed is M.S.R.P. at the time of the review. Prices may have changed since. DOS mode compatibility indicates how the card works in pure DOS mode: SB Pro means Sound Blaster Pro, which is an 8-bit stereo format.

RACING WHEEL	DATE REVIEWED	PRICE AS REVIEWED	NUMBER OF BUTTONS	PEDALS	FEEL	COMMENTS
Suncom G-Force Plus	October 97	$49.99	4	None	Poor.	This device is a flight yoke/driving wheel, but we wouldn't recommend it for either.
CH Racing Wheel	December 97	$89.98	4	Not evaluated*	Terrible! Bad grip, weak tension.	The worst wheel in this bunch.
SC&T Ultimate Package	December 97	$129	10	Excellent	Fair; grip okay, weak tension	Vast improvement over the Perfect, but still not as good as it could be. Too many buttons and cheesy stickers give it a childish feel.
Thrustmaster NASCAR Pro	January 98	$179.95	4	Flimsy	Excellent. Great tension and grip, perfect turn radius.	Nice quick-release clamping system. Thrustmaster hit the sweet spot of the price/performance ratio with this excellent wheel — just try to forgive the substandard pedals.
Extreme Competition Controls CDSS900	February 98	$1500	8	Awesome	Incredible. As good as it gets.	Everything's adjustable in this top-of-the-line racing system; this is by far the very best wheel/pedal combo system we've ever seen — but the price is astronomical.

RACING WHEEL KEY

Key: Price when reviewed is MSRP at the time of the review. Prices may have changed since. *A CH wheel and pedal combo is available as the CH Racing System, not evaluated.

RATINGS AND RECOMMENDATIONS • RATINGS AND RECOMMENDATIONS

Tech Q&A

Why are gaming computers so expensive? How can I pick a D3D card? We tackle those issues and more!

This incredible Falcon Northwest system is a gamer's dream — for a whopping $8,000 plus. But for much less, companies like Falcon and other gaming system makers can custom-build a gaming PC that is far superior to anything on sale at your local Dave's Discount City.

Q Why do the computers you review in the Hard Stuff cost so much more than systems I can buy at a store right here? It seems like all the "gaming systems" that are in your magazine are $3,000 or more, when I can get a Packard Bell or a Compaq computer with a Pentium II 300 for around $2,000, and P2 233s are $1,500.

—Steve Barbettachuke, via the Internet

A A system is a system is a system? Is there really that big a difference?

Well, actually, there is. We're fond of saying that the needs of gamers differ from those of secretaries and accountants, and unfortunately those needs translate into serious price tags. When you leaf through the flyers in the Sunday paper, you'll see dozens of seemingly unbeatable deals, but take a look at what it takes to make one of those lowest-common-denominator PCs into a gaming rig.

First of all, most of the companies targeting the gaming segment of the home computer market are smaller companies; they don't get the volume discounts of massive hardware factories like the companies you mentioned. Also, nearly all of the smaller companies marketing gaming PCs custom-build all of the computers they sell. The systems they send for review in *PC Gamer* usually represent the most powerful machine they expect to sell at the time; they can tailor a system they sell to you to fit your needs, whims — and budget.

Other reasons for the price discrepancy:

You'll notice that most of the bargain systems don't include a monitor. You can always get a 14", 800x600 monitor for around $200, but most of the gaming PCs we review include 17" or 19" monitors; figure in $400 to $800 for that.

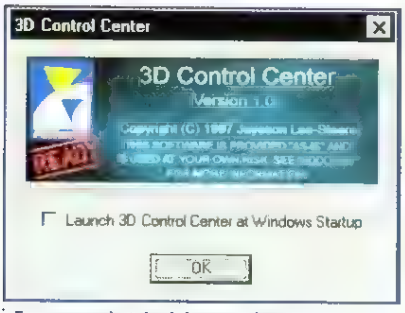
The video acceleration and audio support on mass-market PCs is usually bottom-of-the-line. You'll find build-in 2D accelerators and sound chips, along with tinny toss-in placeholder speakers. Gamers will want to upgrade to good 3D acceleration, a good sound card (preferably which supports 3D positional audio), and a decent set of speakers. Expect to shell out $500 or so.

Toss in a few other goodies, like gamepads or joysticks, a game bundle, a fast SCSI controller or other perks, and the reason for the difference in price between a CompUSA special of the week and a really good gaming PC becomes obvious.

Remember, you'll also have to do all the installing and configuring for the devices you add; if you buy an out-of-the-box gaming PC with all that stuff included, it'll all be working and tested — if it's not, you can make 'em fix it instead of worrying about it yourself.

The Game Machine represents what we consider a solid, affordable gaming PC that will handle every game currently on the shelves. The Game Machine has a maximum theoretical price of $2,500 — shop around, and you may find it for less. We're going in to a holding pattern this month; the specs we printed last month are still more than enough machine to play everything on the market. That will change soon, though; as you read this, game designers are gearing up to take advantage of the next wave of 3D accelerator technology. Hold on tight, folks...

- Intel Pentium 200 MMX
- 32MB EDO RAM
- Rendition V2x00 2D/3D card OR 128-bit 2D card
- 3Dfx Voodoo Graphics based 3D accelerator
- 4GB IDE hard drive
- 16x CD-ROM drive
- Sound Blaster AWE32 AND/OR positional sound card
- 17" SVGA monitor, .26 dot pitch
- Multi-player gamepad (Gravis Gamepad Pro OR Microsoft SideWinder)
- 56K modem



For games that don't let you choose, you can use 3D Control Center, a free applet from PowerVR that lets you pick which board Direct3D will use.

Q I've been playing *Quake* for a year and *Quake II* since it came out, using an Orchid Righteous 3D, which has a 3Dfx Voodoo chipset on it. My computer's a Pentium 133 and I have 16MB of RAM, so I just barely have enough PC power for games right now. I can't upgrade for another year or two, because I just don't have enough money.

A couple of months ago, I saw that people were getting over 100 frames per second on a Voodoo 2 board! I thought that was the answer for me, so I preordered a Diamond Monster 3D II. I just got it and I installed it, expecting to get crazy frame rates. In *GLQuake*, I now get 38 frames, up from 28 frames on the old board! So I got a ten-frame difference! I spent $250 bucks for that?

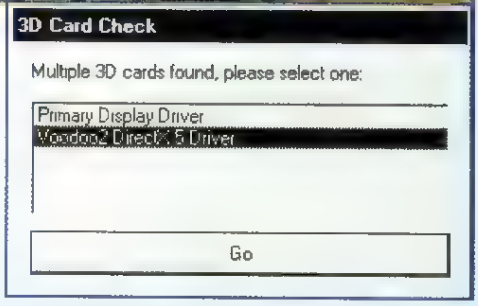
How do I tell the frame rate in *Quake II*? I typed "timedemo demo1" and nothing happened. I hope it's a lot better, but it doesn't seem to be from playing it. How come I'm getting such crappy performance? Did I get ripped off? Did 3Dfx lie about the early frame rates?

—Justin Kilgore, via the Internet

A You didn't get ripped off, Justin. The frame rate difference you're seeing makes sense — on your PC. The Voodoo 2 chipset is what the industry calls processor-dependent, or processor-scaleable.

That means the performance of the board depends greatly on how fast your CPU is. Some chipsets, such as the Voodoo Graphics chipset, Rendition's chips, and PowerVR's PCX2, perform similarly on different machines. Others, like 3Dfx's Voodoo 2 and NVIDIA's Riva 128, crank out vastly different numbers depending on the speed of the processor they're paired with.

Some games, like Activision's visually stunning *Battlezone*, let you pick between multiple Direct3D cards installed in your system every time the game starts.



The processor dependency of those latter boards comes from the fact that they do much more onboard than other 3D chipsets. Nearly all of the pre-rendering setup is done right on the accelerator, leaving the processor free to deal with geometry and input functions. Since the video processor's clock speed is separate from other timers, the 3D accelerator will crank out polygons as fast as the processor can send them — and that's determined by the processor speed, the system board's bus speed, and other factors.

That's a mixed blessing. Right now, you're certainly not seeing the full benefit of your Voodoo 2 board — on the other hand, when and if you do upgrade to a fast Pentium II, you'll see a much bigger increase in 3D performance than you would've gotten if you'd stuck with your Voodoo Graphics card. In fact, current processor technology hasn't exposed the limits of what Voodoo 2 can do; Voodoo 2 technology could very well continue to grow with system upgrades far into the future.

To answer your second question: the guys at id went with a two-step process to get controlled frame rates rather than using the single command found in *Quake*. In *Quake II*, first hit the tilde key (~) to pull down the console, then type "timedemo 1," hit Enter, type "demomap demo1.dm2" (use the name of any prerecorded demo you wish), and smack Enter again.

Q I have a Pentium II 233 with 64MB of RAM, and my video configuration is as follows. I have a Diamond Viper V330, which I know gets the best Direct3D speeds out there (I don't care if the textures don't look as good as other cards: I want speed). I also have a 3Dfx Voodoo Graphics card because so many games require it.

When I play Direct3D games, I want to use the Riva 128 chip. Some games, like *Battlezone*, give me the option to choose which Direct3D device they use on startup, but some, like *Jedi Knight*, don't. How can I make sure all games let me pick my Viper for D3D?

P.S. Is Joel really going to name his kid Womb Raider?

—Brian Trout, via the Internet

A A utility called 3DCC (3D Control Center) is what you need. It comes from PowerVR, but it doesn't require a PowerVR card to use. It lets you choose between multiple 3D accelerators in your PC. You can get it from our lovely sister magazine, *boot*, on its web site: *www.bootnet.com*. Look in the Workbench section.

And, no, Joel's child will not be named Womb Raider — apologies to the winner of *PC Gamer* Online's "Name Joel's Baby contest". Joel's wife, Emily, preferred one of the runners up: Their child will be named Big Silver Hotdog. PCG

Need Help?

If you have a hardware question or comment, write to us at: The Hard Stuff, *PC Gamer*, 150 North Hill Drive, Suite 40, Brisbane, CA 94005

or send E-mail to: *jdurham@pcgamer.com*

Instant Action – Your excitement jumps to full afterburner in *Falcon 4.0*'s Instant Action. Instantly you're in combat up to your eyeballs, facing an endless supply of bandits. Even if you're new to flight sims, *Falcon 4.0*'s simplified radar and flight model will let you get your bearings and have a blast at the same time. When you're ready for greater challenges, there's plenty of room to grow with our full avionics suite and accurate flight model. *Falcon 4.0*'s AN/APG-68 radar, with its dozen modes and submodes, and the HARM Targeting System make *Falcon 4.0* the most realistic combat sim on the planet. Of course, our stunning graphics and special effects just make it all the more believable. In a hurry? Instant Action – no waiting.

NEXT TIME

"While the hard-core flight-sim crowd will appreciate the systems realism and the depth of the campaign, the graphics environment should blow away gamers of all types."

-Denny Atkin
Computer Gaming World

"Flameout landing...keep the runway between 11-17° in the HUD...airspeed 220 knots. Don't forget to compensate for the winds. Is this *Falcon® 4.0* or the real F-16? It's both – it has to be real to be *Falcon*."

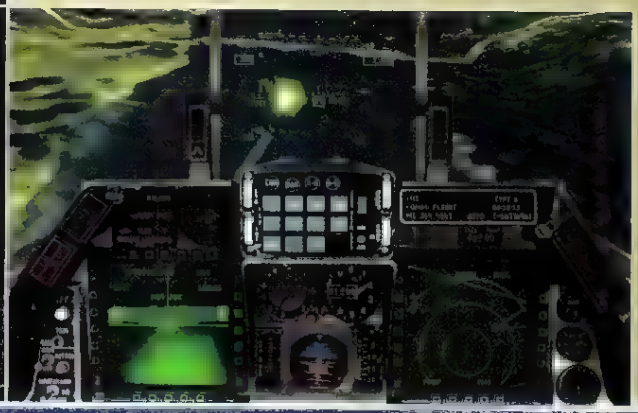
-Pete Bonnani
F-16 Pilot

UPGRADE TO

Campaign – When realism is what you care about most, you'll live for *Falcon 4.0*'s dynamic, real-time campaign. It's a big, dangerous world out there and you're a small but important factor in a large, complex war. Choose from any of the dozens of flight packages going out all day long – each dynamically tailored to the changing situation. This war is being fought on a multitude of fronts with tens of thousands of air and ground units intensely intertwined in complex and unpredictable ways. And just like in the real world, the war doesn't stop while you're planning your next mission. Real-time in *Falcon 4.0*'s campaign means time for realism.

www.falcon4.com

Tactical Engagement – Tactical Engagement is *Falcon 4.0*'s mission builder, the most sophisticated in the known universe. We used it to provide you with dozens of training missions, covering weapons, avionics, flight dynamics – everything you need to become a combat ace. But you can use it to build your own custom missions. You set up and control *everything*, from the number and placement of bad guys to the specific attack profile of your wingmen. Your missions can be as simple as navigation training or as complex as a multi-objective campaign. Share your missions with others over the Internet. Or better yet, *play* your missions over the Internet. However you use it, Tactical Engagement trains you to stay alive.



YOU FLY.

FALCON 4.0

FIRST CLASS.

MicroProse, Inc. or its affiliated companies. All other trademarks are the property of their respective holders.

Dogfight – As an F-16 pilot, you're one tough dog in a solo fight. But modern combat pilots also use teamwork and strategy. You can do both in *Falcon 4.0*'s Dogfight. Go head-to-head over the network. Up to four teams can fight in the same arena and you can have as many pilots as you have the bandwidth for. And if you don't have any network buddies available, go one-on-one with the toughest AI pilots in cyberspace. You against a MiG-29, guns only. Let's see if your bite is worse than your bark.

Go to www.pcgamer.com/request Product #483

RP

Available on Windows 95 CD-ROM. Visit your local retailer or call 1-800-695-GAME, day or night (U.S. and Canada).

MICROPROSE
www.microprose.com

TEAM UP &

"don't outrun me Sulky we got a date with the endzone"

Thorn

commando Thorn sees his chance to be a hero

"shake your boots commandos I need cover fire here"

Sulky

heading upfield ball in hand Sulky realizes she's target #1

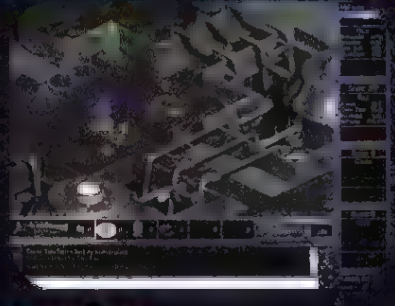
4 games in all

multiple arenas 10 minute matches fast & fierce

many ways to play one way to win: teamwork

Capture the Flag

the name says it: capture and hold as many flags as you can for as long as you can



BaseTag

score points by destroying enemy base stations while defending your own

Team Deathmatch

hunt the other team to rack up kills, then protect weakened teammates or you'll be overrun

©1998 Multitude, Inc. FireTeam and the FireTeam and Multitude logos are trademarks of Multitude, Inc. All rights reserved.

TALK IT UP

"I'll drop a combat drone to cover our flank"

Psycho Cat

her last kill forced a fumble now
PsychoCat's about to draw fire

"pound it up the right side you guys I'm just about wasted"

MadMac

fresh from frying one Ferret
MadMac takes heat for the team

Gunball: kill for the ball, then score or die trying

FireTeam
true team play
up to 4 vs 4 vs 4 vs 4
online
real-time talk
with your teammates
online
team up
talk it up
or lose

you're in this together

@www.fireteam.com

Buy FireTeam direct @ www.fireteam.com or 1.888.689.TEAM

Go to www.pcgamer.com/request Product #489

FIRE TEAM

Raptor Again

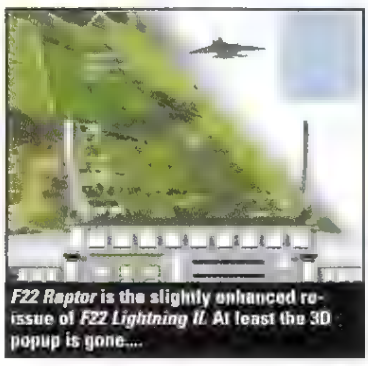
oinks! Didn't I just review *F22 Lightning II* a short time ago? Why is it back on my hard-drive again already? It's like that leftover chili you chucked in the trash last week, only to find it still stuck to the bottom of your garbage can after the rest of the garbage is hauled away.

Actually, I liked *F22 Lightning II*. It was a divert ing, arcade-like sim that played pretty well and looked generally good. The problem, as with most NovaLogic products, is the notion that this was a simulation of actual air combat. The box was plastered with spurious claims of realism and what-not, which I found tantamount to consumer fraud Despite this, it entertains as a *Navy Fighters/Jetfighter*-style, mid-level sim.

As for *F22 Raptor*, the main question is "why?" Scratch that: I already know the answer NovaLogic made a big fat deal with aircraft manufacturer Lockheed Martin to make "official" sims of LM aircraft. (You may, of course, substitute "inaccurate" for "official" if you like.) Whether or not Lockheed had a right to do this with taxpayer-funded aircraft is a subject for debate. Whether or not NovaLogic was just a bit weasely in the way it initially tried to shut out competing sim manufacturers is not. The first fruit of all this hubbub is *F22 Raptor*, which allows the company to make new boxes with "Lockheed Martin Fighter Series" emblazoned across the top

That those boxes contain a very modestly enhanced version of the original game is not made clear in the packaging. The changes hardly qualify *Raptor* for "next generation." The flight code has been tweaked a bit to edge it closer toward reality, but as a flight model it still falls short of DID's *F-22 Air Dominance Fighter* or Interactive Magic's *iF22*. Visually, it's a bit sharper than the original release, with some new textures and fogging effects. 3D pop up has been reduced, so you can no longer divert yourself during long transits by watching the landscape being drawn. Interface art is new, but the cockpit and view modes have not changed at all. For a game that doesn't support 3D acceleration, *Raptor* has smooth graphics, but they aren't up to the current standard of hardware-accelerated games. MMX support adds a bit of a frame-rate boost, but little else

Some modeling of individual system failures is now included AI — always a NovaLogic weak point — has been improved. The campaign is semi-dynamic (with some store tracking and a persistent battlefield), but missions are still scripted rather than being generated on the fly as the strategic situation changes. The five mini-campaigns run together through Angola, Jordan, Russia, Columbia, and Iran. Overall, it is a remarkably underwhelming rehash of a game that is rapidly slipping behind the technology curve. *Air Dominance Fighter* blows it out of the sky



***F22 Raptor* is the slightly enhanced reissue of *F22 Lightning II*. At least the 3D popup is gone....**

T. Liam McDonald

Tom discovers this issue's add-ons for *F22 Raptor* and *Interstate '76* stuck to the bottom of a barrel full of Coconut Monkeys.

Do It Yourself

As far as I'm concerned, you can take 95 percent of all add-on levels and total conversions for *Quake*, *Quake II*, and *Hexen II*, burn them onto a single CD-ROM — and burn that CD-ROM. So is it really a good thing to make level creation easy and painless? Do we really need more levels based on the East Whapthwang Central Junior School, featuring the stunning boss level set in Mrs. Rottencrotch's Home Economics room? Okay, so *South Park Quake* is cool, but works like that are few and far between ..

***Deathmatch Maker II* puts the wonder of *Quake II* level construction at your finger tips. Oh, joy, more levels based on the local mall.**

Anyway, the folks at Virtus are doing their level best to make editing *Quake II* and *Hexen II* a snap. *Hexmaker* and *Deathmatch Maker II* are improvements to their flagship *Deathmatch Maker*, which was in turn based upon their *Walkthrough* 3D rendering program. The interface is slick and simple to use, reducing the complex brush based design elements to simple object drag and drop. Aside from working with *Quake II* and including all *Q2* monsters and gear, these programs feature a slightly improved interface. Adding textures is easier, and there's more online help. The manual has actually gotten worse, however, and a more thorough tutorial is needed

A dozen original level templates are included in *DMM2*, which gets users up and level-mashing faster. The ability to see levels take shape and navigate them in sorta-real time is a big help when trying to visualize and lay out a level. The ease of use and wide array of features make *Deathmatch Maker 2* and *Hexmaker* the ideal choices for beginning *Quake II* and *Hexen II* level-builders

Get Thy Shovel

Interstate '76 holds up better than it should, considering the

Flying Corps Gold is a stable, accurate, sharp-looking, and fun sim; consider it the anti-*Red Baron II*.

last gen technology behind it. *The Interstate '76 Arsenal* is the final word on this best-seller, and it makes for a nice package. A combination general game enhancement and add on disc, the *Arsenal* is the best place to catch the groove if you missed *I 76* the first time around, but veteran drivers won't find too much new here.

The *Interstate '76 Gold Edition* that comes in *Arsenal* is essentially the 3D accelerated version, with native support for 3Dfx and Rendition as well as generic Direct3D support. Graphically, it looks good, with frame rates that are serviceable most of the time. Oddly, it often looks better than *Heavy Gear*, a newer game from Activision based on the same technology. A new, more elaborate multi-player hosting mode lets the host set specific victory requirements, such as laps, kills, and capture. The ever popular "capture the flag" multi-play is also now an option.

The *Nitro Pack* adds a fair amount to the original game. Taurus, Jade, and Skeeter are back in about two dozen new scenarios (including "locked" scenarios you access once the others are done) that cover familiar territory: rescues, racing, and gun fights. One clever highlight is a *Speed* parody with a puzzle-like solution. Nine new cars have been included, among them a hearse that looks quite cool with a machine gun strapped to the roof. Some new weapons include a flamethrower, new fire-and-forget missiles, nails, and chemical grenades.

Speaking of shovelware: *Flying Corps Gold* is on the shelves and ready to kick *Red Baron II*'s ass from here to the Somme. The original *Flying Corps* was the best World War I flight sim since, well, *Red Baron*. With Sierra screwing the pooch mightily in *RB2*, *Flying Corps Gold* now stands alone as the uber sim for prop heads. Its flight model is as good as always, and if offering only one new plane for this gold version isn't particularly generous, at least it's a plane that flies.

While the fast turning and climbing abilities of the Fokker D VII is welcome, *FCG* earns its wings in other areas. The first welcome feature is a strong mission editor that lets you build and save just about any encounter you can imagine. It's strong, stable, and fairly easy to use. Not only aircraft, but also balloons, buildings, AAA, tanks, and other objects may be added to the map. The ability to stitch these missions into a campaign and play them in active careers is also welcome.

The second boon is multi-player, which was slated to be released as an add on pack some time ago. Rowan has finally gotten it working, though alas only on network and modem. Head to head or co op missions are available, and play seems smooth and stable so far. The place where Rowan really nails shut *Red Baron II*'s coffin is in 3D accelerator support. The graphics in *FCG* are gorgeous under acceleration, and frame rates are certainly an improvement over the original. Overall, this is a nice fine-tuning to a product that was pretty damn solid right out of the box.

These final two bits of shovelware also fulfill my obligation for This Month's Thrilling Installment of *3D Patch Theatre*. (A double feature, no less!) At least you don't need to download these. Unless, of course, you already did. Oh, never mind.

PCG

BUG PATCHES*

Chasm: The Rift (GT Interactive): Adds TCP/IP and modem play. Adds three new levels with new monsters. *CSMTCPIP.ZIP*

***...il War Generals II* v. 1.03** (Sierra): The 100-point cap on victory point hexes works correctly. Version 1.02 introduced a bug wherein VP hexes dropped to 50 ... longer risk crashing the game after voluntarily removing ... while Routed units are still running for that HQ. These units became fatally confused when the HQ left the field, crashing the game. You may now turn fast and run safely. The AI will no longer enter an infinite loop and keep selecting the same few units until the end of time. This was a extremely rare situation, seen mainly in Campaign games but possible in single battles as well. Many other changes. *CWG29513.ZIP* (Win95) *CWG23113.EXE* (Win31)

***Descent II* Voodoo/Voodoo Rush/Voodoo 2 Patch** (Interplay): Adds support for 3Dfx Voodoo Graphics, Voodoo Rush, and Voodoo 2 video cards. Requires Descent 2 version 1.2 (included on *The CD—D2_WPTCH.ZIP*). *D2_3DFX8.ZIP*

***Entrepreneur* v. 1.1a** (Stardock Systems): On ... a sound patch to ... that game could crash in Entrepreneur, causing if you had not already played a game that session. *ENT11A.ZIP*

***Flight Unlimited II* v. 1.03** (Eidos): As a temporary work-around until the problem can be fixed, if you put the line, *no_approach_on_guard* in your *fit2.cfg*, the approach controllers won't try to contact you on guard. AI ... other changes. *FLT02-03.EXE*

***Joint Strike Fighter* v. 1.12** (Eidos): This new executable enables Voodoo 2 support. The previous version was *not* compatible due to a conflict with triple buffering. With a Voodoo 2 card, you should see a five frame-per-second gain on a Pentium system. With a ... 3Dfx resolution is *not* implemented. *JSFV112.ZIP*

***Longbow 2* Direct3D Beta Driver** (Origin): This is a display driver update to allow *Longbow 2* to run 3D accelerated on cards using the following chipsets: Riva 128, Rendition Verite V2100 and V2200, TI/3D Labs Permedia 2. This display driver is *beta* software, and should not be considered complete. *LB203D.ZIP*

***Need for Speed 2* SE Update** (Electronic Arts): Adds TCP network protocol. Adds ability to play network games with a "peer to peer" packet transfer model. Fixes force feedback chugging. Fixes problem when videos were bypassed when a fluttering or uncalibrated joystick was plugged in. *NFSSE_U.ZIP*

***Shadows of the Empire* v.1.1** (LucasArts): Enhances performance of all supported 3D cards. Includes support for Matrox M3D and NEC Apocalypse 3D graphics cards. This patch also includes a fix for Force Feedback Support. *SDTE1_1.ZIP*

*YOU'LL FIND ALL OF THESE PATCHES ON *THE CD!*

In the flickering torch light, you follow the glint of cold steel. With assured stride, Madra the warrior leads the way, her cruel blade already drawn.

Adventure in the definitive online fantasy role-playing game. Strike forth with adventurers from around the world. Play Drakkar and other great games from Tantalus Inc. on the Internet.

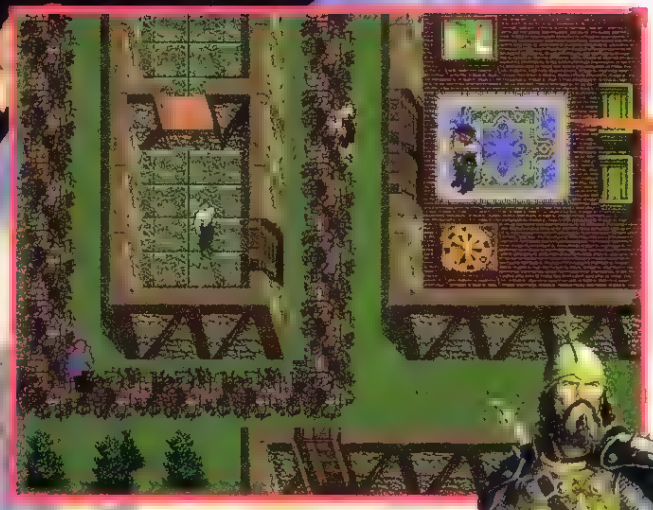
MPG-NET℠

Your Multi-Player Games Network™
www.mpgn.com

- massively multiplayer—interact with thousands of players around the world
- a spellbinding fantasy world featuring multiple scenarios
- visit the original Nork, Aleria, or the all-new Castle Grimmoor

THE KINGDOM OF DRAKKAR II™

- in-depth character development of spells, skills and abilities
- quests and puzzles on every level
- hundreds of creature varieties to battle



FREE DEMO
www.webdrakkar.com

Drakkar and all MPG-NET games

INTERNET ONLY
www.mpgn.com

FREE*

*Some premium services have charges

call **1-800-GET-GAME**

User is responsible for all connection charges, fee use and is subject to the Terms of the Service. Offer good for limited time only

The Kingdom of Drakkar II is a [illegible] of Drakkar Corporation. MPG-NET is a service mark of Multi-Player Games Network. The Kingdom of Drakkar is [illegible] and developed by Tantalus Inc. ©1998

Command & Copy

"Sir, the command module has been deployed."

"Excellent, deploy the Scouts and sweep the perimeter."

"Sir, everything is shrouded in a thick, mysterious Black Fog."

"As we expected. Fan out in ever increasing spiral patterns. Perhaps we will find an incongruous map crate which will reveal to us what we failed to discover with our orbiting satellites!"

"Yes sir."

"Now, deploy the Robo Miners! We must gather the Baloniun, for the dreaded Bionoids of the Dark Faction shall soon strike at us!"

This exchange could be from any one of several dozen real-time strategy games we've seen over the past few years. Somehow, games based on the original *Dune II* design have grown into a critical mass and become a genre unto themselves. And with any genre, formula quickly sets in. What was innovative is now convention; what was unique is now cliché.

Start on a map. Perhaps it's a rocky airless moon, a post-Apocalyptic wasteland, or an ice-laden battlefield. Maybe it's a Tolkienesque fantasy world, or perhaps a mishmash of ancient history.

Whatever it is, you build the first factory, then deploy the gatherers to gather whatever it is you have to gather: gold, timber, tiberium, spice, or gravy. Then you get enough glop together to build a combat unit factory. Start cranking out units. Explore some more, pierce the shroud, locate the resource mines, hold them, fend off counterattacks, achieve vast numerical superiority, and move in for the kill.

And whether the game adds extra races, colored lighting, 3D terrain or a hundred new upgradeable units, it's essentially the same design, refined, elaborated upon, endlessly tweaked, packaged and repackaged, over and over again — while basic problems remain mostly unfixed.

Why do almost all the resource gatherers get lost, wander into enemy fire, or do nothing when an enemy is shooting at them from just out of their range. How much wood will a woodchopping peon chop if the woodchopping peon can't find any more wood? None at all. Can't he at least look a little harder? Or go back to base where he'll be safe?

The newer games are getting better at this, mainly by having you set waypoints, though setting waypoints seems to me like making the player do the AI's job. It's a useful addition, but shouldn't be a crutch.

Jason Bates

What's wrong with real-time strategy games? Is it the fact that they are all the same? And do they all *have* to be the same?

And real-time strategy games have no sense of scale. Does that one guy really represent one soldier? A brigade? And whether it's one guy or the 101st Airborne, what does digging gems out of the ground and carting them off to the magical mystery factory have to do with recruiting, training, equipping, and deploying military formations?

"Well, it's just a game."

No, it's just a convention, and a tired one at that. Units do not appear out of thin air. Production cannot be contained on the tactical battlefield. Even Frank Herbert's spice did not create armies out of wholecloth. It defies all common sense. Sure, it's fun, but it's been done often enough, and throwing in more units, more races, more voxels and random movie licenses doesn't change that fact.

Games, like anything else creative, depend on the suspension of disbelief. Suspension of disbelief fails as soon as what was once unique becomes a hoary cliché.

There are exceptions to the Command & Copy rule. *Myth* was different. *Seven Kingdoms* is a tad odd, but strong and original. *Dungeon Keeper* is textbook Bullfrog creativity. The *Tone Rebellion* is a dip into the truly imaginative. *Dark Omen* is a fresh take on real time tactical combat — troops stay in formation, tend to do what you tell them to, and then run away like good wargaming units should.

But for every original game in this genre, there are literally five to ten C&C clones.

Maybe it's just a case of "give the people what they want," but I suspect the RTS games may soon run their course. I doubt *Age of Empires*, *Dark Reign*, and *Total Annihilation* sold as well as *Red Alert*, *WarCraft II*, and *C&C* did in their heyday. I'm sure *Starcraft* will sell well, as will *Force Commander* and *C&C 2*. But do we really need a C&C III? A C&C IV? V? VI?

Why not a little variety? Instead of gathering resources, why not protect your initial landing zone, bulldoze it, enlarge it so heavier equipment can be airlifted in. Or do a *Braveheart* game — a thousand very tiny units on a side, controlled through Dark Omen-style war banners.

Well, maybe we're getting too close to wargames, *Sid Meier's Gettysburg!* or *Close Combat*. So how about a real-time science fiction ground combat game, ala *Starship Troopers*? Early naval combat, being mainly 2D, looks promising, too. Napoleonic games mixing cavalry, long range artillery, and hand-to-hand combat look ideal. Turn them into fantasy figures if that's more marketable — Centaur cavalry, dwarven cannon, elven archers, orcish spearmen.

But don't use base-building, resource gathering, and pathless peons just because "that's what a real-time strategy game is." It's not.

People enjoy fast-paced tactical problems — that's the whole essence of what makes real-time strategy games popular, that you have to think quickly and intelligently simultaneously. That's the essence of the genre.

But if all the game designs are derivative, the only new challenge we as players face is how to refine what we've learned before — a matter of figuring out how the new rules and new unit values affect the same old tank rush.

So, please — enough Command & Copy.

PCG

There's More To Life Than Quake

With the slew of first person shooters due to attack the market over the coming year, you can't help but wonder how each will manage to differentiate itself from the next — or if they will at all. How will you know which one to buy? It's my job this month to sort the wheat from the chaff and tell you which ones I'm looking forward to, so in no particular order, here they are: *Daikatana*, *Half-Life*, *Sin*, and *Unreal*.

We've heard all kinds of stuff about *Daikatana*, but Romero's first ex-id game interests me because it goes the *Hexen II* route as an almost RPG-style game. This year, it's all about single-player quality in the action genre, and *Daikatana* looks especially impressive in this area, touting four very different level styles and around 70 different enemies. The time-travel plot is a nice excuse for lots of varying weapons, six from for each time period. *Daikatana* also promises a branching storyline dependent on which path you take, which should help with replay value as you won't see all of the game the first time through.

What of *Daikatana*'s much-vaunted Non-Player Characters (NPCs)? Rumored to have incredibly smart and realistic Artificial Intelligence (AI), the NPCs will, if the game lives up to expectations, fight together with you, and will even go to the extent of searching parts of the level for you while you're busy hacking away at a monster. I'm keen to see how well this untested element will work in practice.

But while *Daikatana* sounds like it's going to be a sure-fire single-player hit, its multi-player playability has yet to be proven. Since Romero's first love is deathmatching, I find it hard to believe he'll be neglecting this element, but we've yet to see a *Hexen II* type game succeed in multi-player, so only time will tell.

Of all the upcoming games using the *Quake II* engine, the most innovative use of that technology has to be Sierra's *Half-Life*. Though there's been no word on how well it works in multi-player, the single player game looks to be simply astonishing. Featuring incredible visual effects like turbulent water and skeletal animation, you can bet *Half-Life* will look convincingly realistic, especially with 16-bit colors (24-bit in hardware). And you can say good-bye to those choppy, skip-to-the-next-level transitions you've gotten so used to seeing in this genre. You'll actually be able to fire lasers across levels, hitting an enemy in the next level while still standing in the first.

I'm particularly keen to sample *Half-Life*'s much heralded AI. The game uses scripted story lines, meaning things happen whether you're there or not, and it's your choice whether you wish to get involved with NPCs as they play their part in the unfolding story. Be wary of who you kill, though, as that affects your progress — for example, certain NPCs can help you open locked doors. Beyond all this, the single element that I am most eagerly anticipating in *Half-Life* would be its use of *bright* colors. It's about time someone broke the mold of using dank, murky colors and switched the damn lights on!

And so to *Sin*. If Ritual Entertainment's past work on the *Quake* pack *Scourge of Armagon* is any indication, we can expect some awe-inspiring architecture. Like *Half-Life*, it will also do 16-bit color in software, and the result is some exceptionally beautiful levels. It too, however, seems to focus a lot more on single player rather than the multi player element. *Sin* adds quite a few new features to the *Quake II* engine, such as transparent fog and models as well as some cool water effects, and like *Daikatana*, it boasts a branching story line that adapts depending on where you go and what you destroy.

Sin also features hierarchical models, in that they have separate body parts. What this means is that you'll be able to shoot off the head or limb of an enemy monster. The *Sin* team is made up of a bunch of experienced deathmatchers, so we should expect some great multi-player architecture too.

Rounding out the new breed, Epic MegaGames' *Unreal* is the only non-*Quake* engine in the whole bunch, but that doesn't seem to be holding it back. *Unreal* includes 16-bit colors in software, which should make for some beautiful scenery. Epic's new technology is impressive, with the addition of portal technology, as well as some cool visual effects like fractal lava and water manipulation. Don't expect too much from the long-promised MMX support though — so far those three letters haven't exactly revolutionized gaming. More importantly, the AI promises to be especially intelligent thanks to programmer Steven Polge, the man behind the popular *Quake* Reaper Bot.

A good sign for multi-player fans is that Epic has spent a lot of time tweaking and tuning the game for deathmatch, which is news I haven't heard for most of the other games. With 12 multi-player levels geared expressly for competitive play, I can't wait to get my hands on this one.

Although all of these game are showing some amazing graphics and great technology, I have my doubts about any of them being the "*Quake* killers" some people are saying they will be. *Quake* still has the best multi-play out there, and to topple it these games *must* play well against live, human opponents. With most of these games paying so much attention to the single-player aspect, I fear the deathmatch options may be neglected. I think *Unreal* has the best shot at unseating *Quake* as the primo deathmatcher — if Epic ever finishes it, of course.... PCG

You can read more from Dennis at his regularly updated web site, located at www.gamers.com.

Dennis Fong, a.k.a. "Thresh"

There is a whole barrel-load of competing 3D shooters headed our way in 1998. Thresh singles out the ones that should pique your interest.

ONLY EIDOS brings YOU the MOST innovative and challenging games

DAIKATANA, logo, SUPER FLY, HIRO and MIKIKO Copyright © 1997 Ion Storm, L
Core Design. © 1998-1999 Core. EIDOS INTERACTIVE is a

REDNECK RAMPAGE RIDES AGAIN
Arkansas

Y'ALL

Six Impotent Points

1. Fourteen new levels of killin and Mayhem.
2. New pissed off dudes to whoop ass on.
3. U can ride a hog and drive a swamp buggy.
4. Tons of killer environments like a Jackalope Farm, swamp brothel, gamblin' boat and more
5. Up to six rednecks can play at the same time over LAN... What the hells a LAN Bubba?
6. You can even ~~stick~~ put a stick of dynamite up a chicken's ass!
7. purdy cheerleader babes.

www.interplay.com

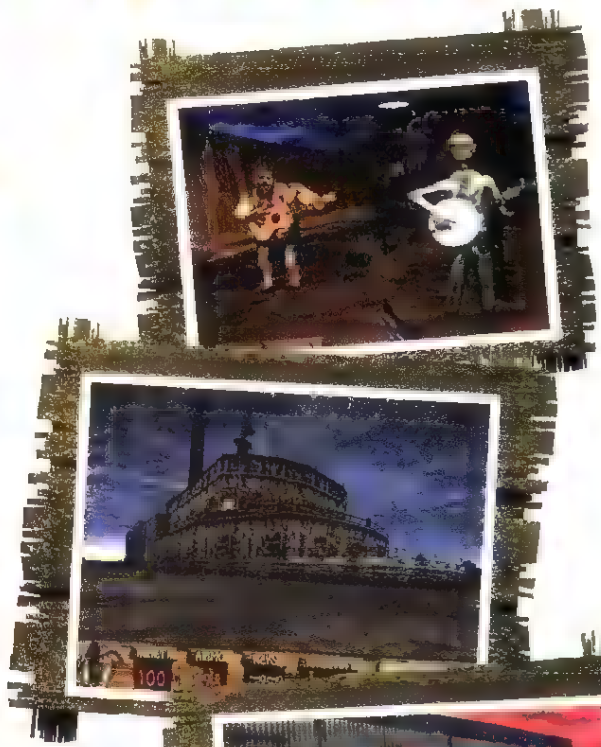
Interplay
BY GAMERS FOR GAMERS

XATRIX

MATURE
M
AGES 17+
CONTENT RATED BY ESRB

© 1998 Xatrix Entertainment. All rights reserved. Redneck Rampage, Redneck Rampage Rides Again, Interplay, the Interplay logo, and "By Rednecks, For Rednecks." are trademarks of

READY FER SOME ACTION?



Features	Redneck Rampage Rides Again	Quake2	Jedi Knight	Barbie Fashion Designer	Unreal
Run over chickens & pigs on a motorcycle.	✓	nope	Nope	nope	Nope
Loud Farting & burping	✓	nope	Nope	✓	nope
Big-breasted Cheerleaders	✓	nope	nope	✓	Nope
Get pissed on after u die	✓	Nope	nope	Nope	nope
Plenty of swearin' with optional cuss pack	✓	nope	Nope	Nope	nope
Hit yer brother in the head with a crowbar	✓	Nope	nope	nope	nope
Nearly 3D or as close to 3D as u can get	✓	✓	✓	Nope	?

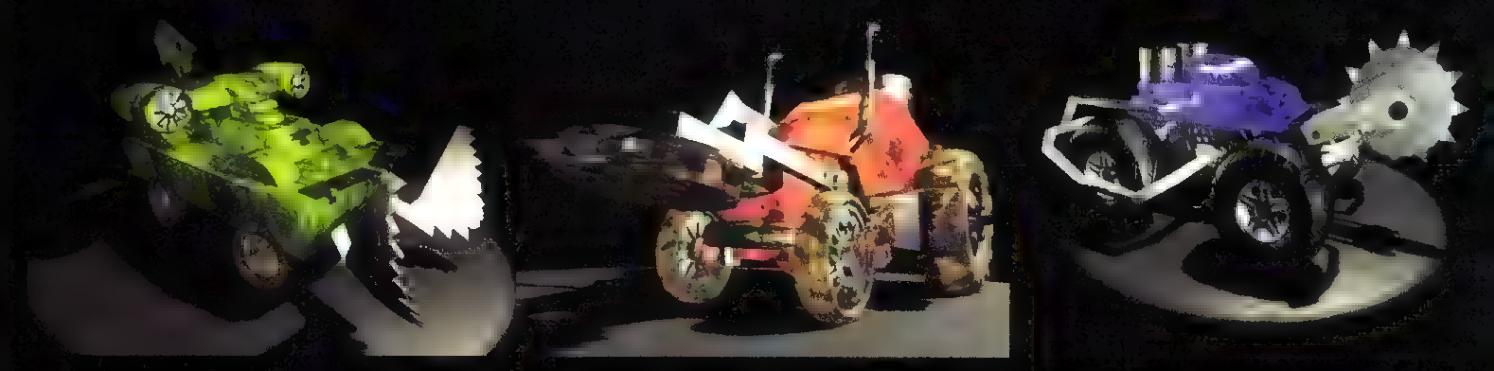
www.xatrix.com

nterplay Product ons All r ghts reserved Exclusively licensed and distributed by Interplay Productions Al other copyr ghts and trademarks are the property of their respective owners

VANGERS

one for the road.

Get ready to squash it, scrape it and trade it.



Transforming your reality in Spring '98!

Visit your local retailer or call 1-800-789-1534 for additional information and try the free demo at **www.imagicgames.com**

P.O. Box 13491 · Research Triangle Park · NC 27709

Go to www.pcgamer.com/request Product #324

Vangers is a trademark and Interactive Magic is a registered trademark of Interactive Magic, Inc. © Copyright 1998 Interactive Magic, Inc. All Rights Reserved.

Developing Greatness

I recently received two letters that brought certain matters to my attention that many game journalists don't often think about: developer dedication. That sense you get from the developers of a game and the lengths they go to that truly show how much dedication they have for their subject.

The first letter I received (from a fellow who calls himself Gladiator) was in praise of Bioware, the company currently developing *Baldur's Gate* for Interplay (check out the Scoop! in this issue for more information). The letter says, "[Bioware has] figured out that part of satisfying the customer is actually *paying attention* to the customer. Back in July, they started a message board. Sure, that's not that irregular. But the folks at Bioware actually read messages on the board. They regularly replied to what we said, and even valued our opinions. We were even able to have our requests implemented in the game (including limited arrows, multiplayer capabilities, and the drow sub race). A few rabid fans, such as myself, also started a #Baldursgate channel on EFNET — we just wanted a place to talk, and maybe answer a few questions to newcomers. As it turned out, several of the Bioware gang started showing up in the channel, whether they were answering our questions or just shootin' the breeze. Ben Smedstad, the producer of *Baldur's Gate*, even began a web page. Calling it the 'Official Unofficial' page, he updated it every few days, giving us inside information on upcoming trailers, FAQs, and the progress of the game. He was also in the #Baldursgate channel one day when we were wondering if there were any upcoming screenshots. He said 'I'll see what I can do,' and the next day new screenshots were posted on the Interplay page! How's that for listening to your customers?"

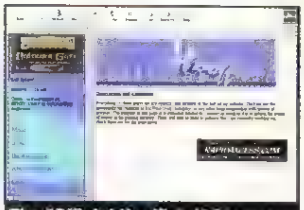
Okay, that letter comes from a self-proclaimed "rabid fan," but the fact remains that the folks at Bioware really care about what the gamer thinks and wants. They aren't the only ones — the best developers have listened to gamers for years, taking their E-mail and incorporating it into the next installment of a popular series, or simply lending an ear to the complaints.

The other letter wasn't as kind to a particular company. I'm won't name names, but in a nutshell, the letter basically complained of a company that wasn't exactly forthcoming with information on their product, giving gamers the runaround when it came to getting help with a problem, and seemingly not paying attention to the source of its income — the people buying the game.

Player feedback is a difficult thing to keep on top of, especially when some companies receive hundreds of E-mails a day. It's understandable that they might not be able to respond to gamers nearly as often as we would like. But at the same time, some sort of response is warranted. No one expects all game companies to read and reply to hundreds of messages a day and still have time to develop a product. But as the guys at Bioware show, it definitely demonstrates a love of games, a respect for players, and a dedication that hints at good things for the game they're working on. I saw that dedication when I went up to Bioware's offices to take a look at *Baldur's Gate*.

Located in Alberta, Canada, the Bioware offices aren't exactly what you'd expect from a game developer's headquarters — the long hallways with branching offices feel more like a college dorm than an office crackling with creative genius. But take a look at any one of the walls bedecked with artwork, or speak briefly to any of the 40+ young men and women working there, and you'll know these are people who love what they're doing.

Ray Muzyka, CFO and Joint CEO of Bioware, has played almost every computer roleplaying game to hit the shelves. When Scott Greig, the director of programming at Bioware, starts talking about the game engine, his face lights up - his excitement about the game is evident and real. Visual Concept Engineer John Gallagher has spent hours creating reams and reams of artwork for the game's world — enough pictures that they fill an entire bookshelf with photo albums bursting with sketches. These guys are *excited* about their game, and it should be evident in the final product.



The "Official Unofficial" Bioware web site mentioned by Gladiator is at *www.bioware.com/ben*.

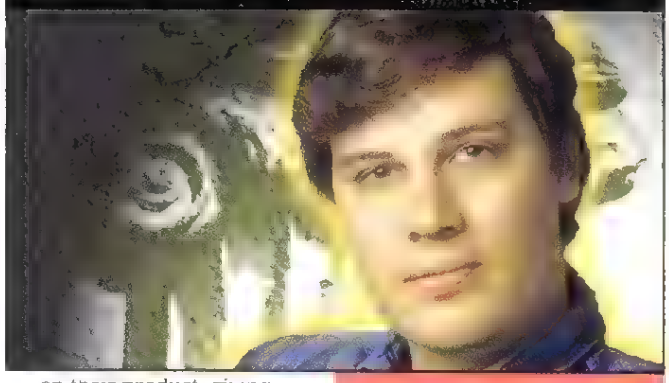
Read the Scoop! on *Baldur's Gate* to learn the facts. Looking at it from a gamer's perspective, I can tell you it has all the marks of a fantastic game. It's being compared to Blizzard's *Diablo* because of its overhead perspective, but the similarity ends there.

I sat in a conference room with the guys working on the game, listened to them tell me about all the features they've included in it, and experienced a roleplaying environment that blew me away. I'll be the first to admit it's easy to get excited about a product when you hear all the cool things they're *planning* to do before actually playing the game for yourself. But it's even harder to patiently wait for the game to come out when you've gotten a tantalizing taste of it. I only had one thing to really say to Bioware as I left to head home: hurry up and finish, dammit!

By the way, the "Official Unofficial" Bioware web site mentioned is at *www.bioware.com/ben*. Check it out. While you're there, you can also begin your journey around the *Baldur's Gate* web ring to find lots more sites dedicated to the upcoming game.

PCG

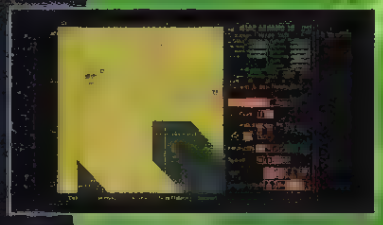
Michael Wolf



Some game companies are in it just for the bucks, but the really special ones are in it for the only reason that counts: They love games.

IT'S OPENING NIGHT IN THE THEATER OF BATTLE...

AND YOU'VE GOT A FRONT ROW SEAT.



THE DEFINITIVE SIMULATION OF MODERN GROUND WARFARE

From the creators of the award-winning classic *M1 Tank Platoon*® comes the most realistic armored land [redacted]

- Everything is hyper-real. The detailed cockpits, the thermal view, the trees and even the helicopters that intelligently hide behind hills.
- Be in complete cont[redacted] four M1A2 Abrams [redacted]
- Command platoons in dynamic campaigns set in Gulf War II, North Africa, the Russian Far East, the Balkans and Central Europe.
- Face off against the enemy in a multiplayer battle that will blow you away.
- This is not just a tank simulation. You're in command of aircraft, helicopters, non-tank ground vehicles and infantry.

MICROPROSE
www.microprose.com

M1 TANK PLATOON II

Available on Windows 95. Visit your local retailer or call 1-800-695-GAME day or night (U.S. & Canada)

Product Information Number 150

Back From the Dead

We can all cite cases of greatly hyped, widely anticipated games that became vaporware legends (anybody remember *Champions*?) There's cause for great rejoicing, then, when games that seemed to be on the fast track to limbo suddenly reappear on the radar bigger and brighter than ever.

Wargamers in particular have a reason to be happy as the summer of 1998 rolls toward them — two reasons, actually. One is *Road to Moscow*, and the other, somewhat farther down the timeline, is *Tac Ops '98*. Both games were originally being developed for Arsenal, and both were orphaned when Arsenal ceased being a development company.

Not long ago, I had the pleasure of seeing a full-scale demo of *Road to Moscow* at the headquarters of Interactive Magic, which adopted the game last autumn.

Devotees of Eastern Front gaming have been salivating over *RTM* ever since *PC Gamer* published a lengthy preview in November of 1996. The concept is unique and ambitious: no hex grids, no abstract terrain, no board game conventions like "stacking" and "strength points." Operations play out on a 1:2,000,000 scale map of Russia (total area: 24 square feet!). *RTM* has always promised to be the richest, deepest game devoted to its subject. But for a while, it looked like it would be consumed by its own ambitions, as delay followed delay and technical problems mounted.

The developers seem far beyond those problems now. As I watched veteran wargame designer Steve Wartofsky plan and execute a typical *RTM* attack, I was impressed by the "general staff" mood radiating from the game. You study the map, ponder intelligence estimates, set your objectives, allocate strike and support resources, then set things in motion and hope the enemy doesn't take action before your forces can begin their advance.

Seeing those arrows move on the gorgeous map, reading the dramatic progress reports, watching objectives fall or change hands, gave me a rush. "Look, Ma, I'm a Real General!"

Perhaps the most intriguing aspect of *RTM* is the AI design. While the AI doesn't exactly learn from its human opponent's strategies, it *does* evolve into a more cunning opponent. Wartofsky explains it. "Every time you design a battle plan, the computer stores it in its database of potential plans to draw from. It also ranks the plan, based on its success or failure. The more you play, the more the database will grow, enabling the computer to make more varied and sophisticated choices."

If I've learned one thing in eleven years of reviewing PC games, it's this: never make extravagant claims for *any* game until you've spent a lot of time with it. What I can tell you, with some confidence, is that *Road to Moscow* looks great and offers a refreshingly different kind of wargaming experience. I came away from the guided tour with my taste buds in full flood.

As for *Tac Ops '98*, it'll be published by Avalon Hill. I recently enjoyed a long chat with Major J. L. Holdridge (USMC, ret.), the one-man band who conceived, designed, and programmed the original game. That graphically frumpy but hugely enjoyable game has now been officially adopted as a training aid by the armies of New Zealand, Canada, and Australia, and unofficially by hundreds of individual officers in armies all over the world.

Right now, Holdridge is struggling to implement the most sought-after change from the first game to the new one: the terrain maps. "When I programmed it on the Mac, I didn't know beans about IBM machines. I just ported it straight across, which is why the original only had two kinds of terrain: flat and not-flat.

"Right now," he says, "I'm struggling to perfect an engine that will allow scenarios to be played on unretouched scans of Defense Mapping Agency contour maps — the real thing. Naturally, this raises all sorts of problems with line-of-sight computations and so forth. I won't know until we begin beta testing whether or not the average gamer is going to find that too intimidating — hell, I know career officers who can't read those maps very well! — and if that's the case, I may make it optional. The concept, ideally, is to be able to feed any real world map you want into the game engine and be able to play scenarios on it."

Full color SVGA graphics will give the sequel a total facelift, the AI will be "dual mode" (i.e., it can handle either side, not just the OPFOR bad guys); there will be an optional toolbar for those who find it too troublesome to use drop-down menus; and units can be designated either by icons or NATO symbols. Holdridge promises the scenarios will provide a wide range of tactical challenges.

His deal with Avalon Hill is a long-range one: add-on packs for *Tac-Ops '98* (one per year, if the new game has legs), *Panzers East!* (a Russian Front tactical feast based on the new *Tac Ops '98* engine); and another tantalizing game about which he wishes to keep mum for the present. After dedicating four years to perfecting *Tac Ops*, Holdridge says that the game is now approaching his fullest vision, and he's very pleased with the Avalon Hill connection.

"You know, a lot of self-styled grognards criticize Avalon Hill for this or that eccentricity," he says, "but I've had a thoroughly professional, clear-headed experience working with them. I'm pleased to have them publishing my games."

And, of course, all of us who love good wargaming are delighted to know that these two products have not vanished into the void. PCG

William R. Trotter

Fate has rescued two highly anticipated wargames from limbo. here's the skinny on their resurrection.

iF-22 Revisited

When I reviewed Interactive Magic's *iF 22* for the October 1997 issue, I reluctantly gave it a 65 percent rating. It had a lot going for it and was obviously the product of great ambition, but it had some significant flaws that dragged it down into the mediocrity zone. Now, eight months and several patches later, I-Magic is releasing *iF-22 Persian Gulf v5.0*, an updated package that includes the Persian Gulf add-on campaign and a handful of fixes that make it a more viable sim.

One of the main things I knocked *iF-22* for back in the October issue was the chunkiness of its terrain textures at low altitude. I-Magic's decision to texture map the battlefields with actual satellite imagery resulted in realistic-looking terrain at high altitudes, but those same textures became really blocky when you descended below about 10,000 feet. In *v5.0*, a technique called texel dithering is used to smooth out those textures; now they look pretty good even at low altitude and without 3D acceleration.

Dumb-as-dirt wingmen were a source of great frustration in the original *iF-22*, if you gave them an order to hit a target that wasn't within their weapons' constraints, they tended to fire off all of their missiles in rapid succession — missing with every shot, of course — then complain that they were out of ammo. The update addresses this. There's still no danger that your wingmen will be mistaken for aces, but they're noticeably smarter than they were (there's also a little "human error" in their formation flying now, so they don't seem to be attached to your plane by invisible iron girders).

My original review griped that two levels of zoom on the mission map weren't enough for serious waypoint tweaking, and that's been fixed; the planning screen now offers multiple levels of zoom. Untouched, however, is the communication system that requires you to issue at least three key strokes even for simple wingman commands like "attack my target." *Jane's F 15* uses a very similar communication system, in which one keystroke brings up a little menu, a second keystroke determines who you're talking to, and one or two more keystrokes selects and sends the message you want. The difference is that *F 15* makes several commonly used commands like "engage bandits" and "help me" available through their own shortcut keys. A similar setup in *iF 22* would've made communications much less troublesome.

3D objects in the game are improved, but still a little rough-looking by today's standards. the F 22 model in *iF-22 v5.0* just doesn't compare to those in DID's *F-22 ADF* or even Novalogic's *F-22 Raptor*. Gamers with 3D accelerators now get translucent smoke, this eliminates the "toothpaste" appearance missile trails had in the original sim, and the smoke cloud rising from a ground explosion no longer looks like a stationary tornado. There's still a problem, though — those ground explosions are animated so rapidly that they look less like smoldering craters than Saturn V engines planted upside-down in the dirt.

The original sim's biggest problem was choppiness caused by frequent CD-ROM reads. The satellite terrain images used in *iF 22*'s DEMON engine require huge amounts of data — more than most PCs can hold in memory. That means the sim is continually pulling new texture maps off the disc, and the game pauses for each of these loads. With the original *iF-22*, gamers could reduce this problem by copying all of the terrain data to their hard drives, where it could be read into memory faster — but that meant sacrificing a few hundred megabytes of hard drive space for each campaign map, and it yielded only a small improvement. In *v5.0*, the terrain data is compressed, so a map that took up 320MB in the original game now takes less than 100MB. The game takes less of a bite out of your hard drive, and even from the CD-ROM, terrain loads a little faster.

Unfortunately, those pauses are still there. Even on a 300MHz Pentium II with 64MB of RAM and all of the terrain installed on the hard drive, those texture maps just don't load quickly enough to let the sim run smoothly. The pauses have been reduced from seconds to split-seconds, but they're still troublesome. In a dogfight, when you're trying to line up a shot with a Sidewinder or guns, a split second glitch is more than enough to throw you off. This was the biggest problem with the original *iF 22*, and it's still a major source of frustration.

So what's the verdict? *iF 22 Persian Gulf v5 0* is certainly an improvement over the original, but it still has some significant problems that drag it down. It does some things very well — its TALON dynamic campaign system is truly impressive, for example, and would be a really exciting element of a better sim — but it's ultimately flawed in ways that no number of patches can completely fix. It's a pretty good game, but there are much better sims out there. I-Magic's next in-house sim, *iF/A 18E Carrier Strike Fighter*, will be built on the troubled DEMON engine, but it'll be a next-generation version of that engine, and it looks like its design will incorporate many of the lessons learned from *iF-22*. Here's hoping it'll be a winner — good naval aviation sims are few and far between, and the folks at Interactive Magic deserve a product worthy of their obvious love for simulations.

PCG

Dan Bennett

Interactive Magic's update of its *F-22 Raptor* sim addresses many of the problems that plagued the original.

IF YOU CAN'T BEAT 'EM, CRUSH 'EM.

Monster Truck Madness® 2 is here, with more ground-pounding, trash-talking fun than the original. Featuring 20 trucks that show the damage you dish out, including four new WCW™ and nWo™ WrestleTrucks like "Hollywood" Hogan. Risky night racing and nasty weather options. Thumping force-feedback support. The Summit Rumble, an outrageous multiplayer game of "king of the hill." And 11 wild new tracks. Get your free demo and start crushing the competition at **www.microsoft.com/games/monster/**

MONSTER TRUCK MADNESS 2

EVERYONE E CONTENT RATED BY ESRB

Go to www.pcgamer.com/request Product #486

© 1998 Microsoft Corporation. All rights reserved. Microsoft and Monster Truck Madness are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. 1998 © and ™ WCW and other product and company names mentioned herein may be the trademarks of their respective owners.

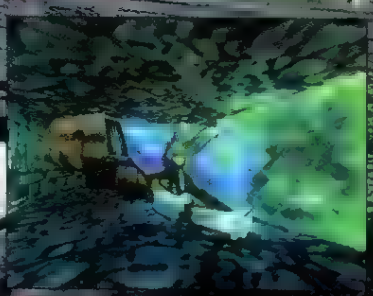
FORSAKEN

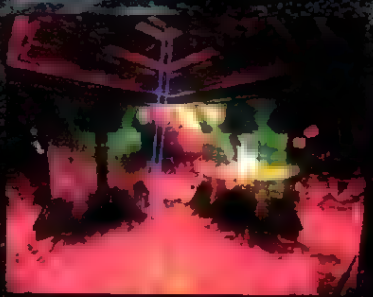
The future is Forsaken™

"The best looking Direct 3D game I've ever seen."
[illegible]

"We were left with our jaws on the ground."
COMPUTER & NET PLAYER

"The most lavish graphics ever to hit your Direct 3D card."
BOOT





Download the demo at www.forsaken.com

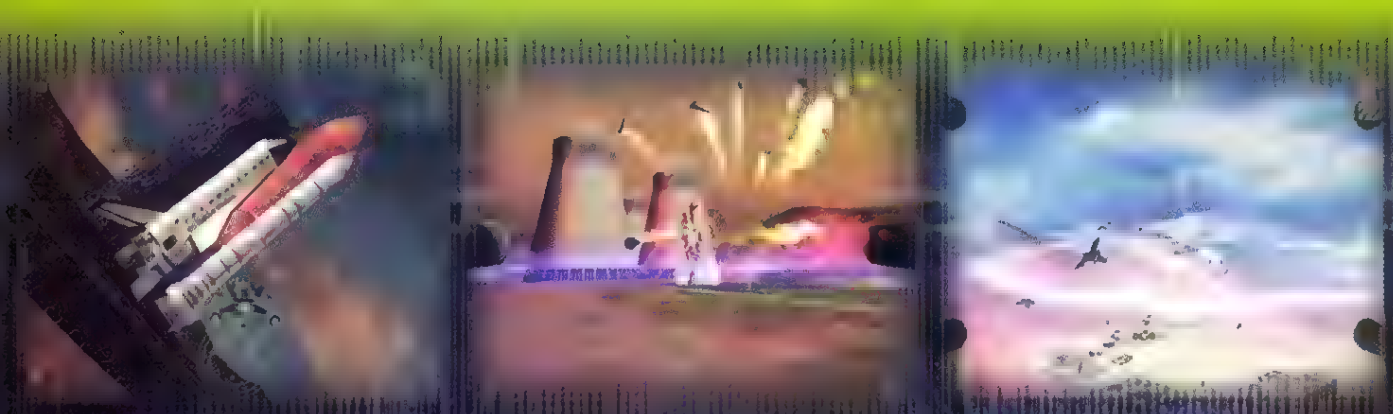
MATURE M

ACCLAIM
www.acclaim.net

Final version of Forsaken does not require 3D hardware acceleration

FORSAKEN TM & © 1997 Acclaim Entertainment, Inc. ACCLAIM® is a registered trademark of Acclaim Entertainment, Inc. All Rights Reserved.
All other logos are the property of their respective parties.

Go to www.pcgamer.com/request Product #004



every breath they take
could be your last

Full Force Feedback support
3D spatialized sound
8 player LAN Network play
Atmospheric soundtrack
Stunning lighting FX

Rage

INCOMING

STRATEGY CENTRAL

SOLUTIONS • TECHNIQUES • QUICK TIPS

Hey, buddy! Are you having a hard time getting through your favorite games? Have we got a deal for you! We've got walkthroughs for *Mysteries of the Sith* and *Tomb Raider Gold* — all available to you for the lowly price of this magazine! What, that's not enough? We've also got *Battlezone* tips and your requests. What a deal!

Write to us at:

PC GAMER

150 North Hill Dr., Brisbane, CA 94005

or

E-mail:

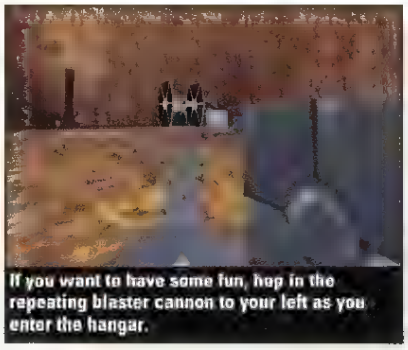
peeceegee@aol.com

www.pcgamer.com

Jedi Knight: Mysteries of the Sith, Part 1

Sometimes you need more than the Force to get you though a game — sometimes, you need a walkthrough!

For those who were chomping at the bit for some more Jedi action, LucasArts was kind enough to grace us with this add-on pack. But even the most skilled of us quickly came to the realization that these levels were a step up on the difficulty side. So, to help you along in your quest, we present part one of our complete guide to *Mysteries of the Sith.*



If you want to have some fun, hop in the repeating blaster cannon to your left as you enter the hangar.

Level 1: New Republic Base on Altyr 5

Drop into the hangar and take the elevator to a control room. Hit the two switches (as instructed) to shut the doors. One door will jam, but wait until a rebel fighter drops from its moorings and explodes before heading back down.

Head to the next room. A wall blows open as more troopers rush in. Once you take them out, turn and head through the door down the hall behind you. Hop on a control panel and head down a pathway to another control room. Cut open the grate above the control panel and make your way through the tunnel.

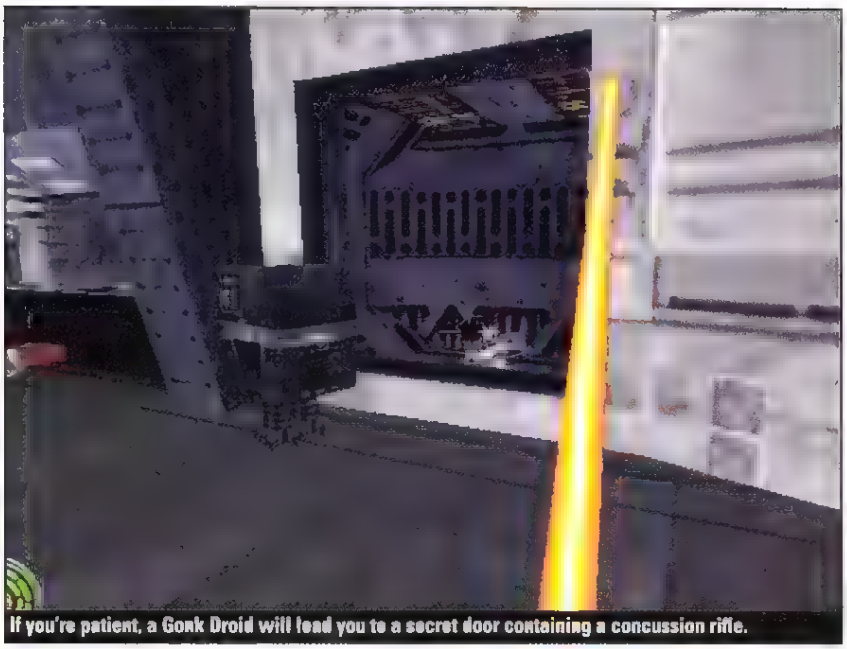
You can either blow this guy away with the rail detonator, or simply run past him and cut open the grate.

You'll drop into some hot action. Head toward the two doors. One is locked. Go through the other door to grab the key. With key in hand, open the other door. Make your way to yet another control room. From here, activate a power source located down several corridors. Check out all rooms and openings on your way. One of the troopers should provide a rail detonator, which will soon come in handy. Once the power is activated, make your way back to this control room where a new door appears.

Once through this new door, you'll have to deal with an AT-ST. You need to cut open a grate on the other side of this room. Take these tunnels past two big fans and charge past the remaining troopers on the way to the shuttle.

Level 2: Asteroid Crust

Jump to a path located near the left wing of the shuttle, *not* the obvious looking one in front. Bring up the map if you have trouble seeing it. When you reach an opening with a single control room, blast the control panel on the opposite wall inside the room. Pick up the electroscope attachment for the stormtrooper rifle. Continue further into the caverns and past another AT-ST. The path emerges near the edge of a cliff

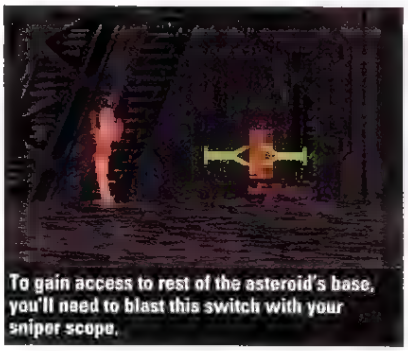


If you're patient, a Gonk Droid will lead you to a secret door containing a concussion rifle.

looking down on a large, well-protected base. This is a good vantage point to take out defenses.

This next step is a little tricky and requires the use of the electroscope. There is only one doorway, and it won't open. You need to move a good distance away from it. Get your electroscope ready and aim toward the door. At this distance, a trooper will come out and leave the door open. Use the electroscope to shoot the control panel inside. Enter and go up the elevator.

Once inside, you'll come out to another cliff. Take the path on your left. When it appears to end, look down to the left for a lower ledge. This path leads to a hangar with a couple of TIE Bombers.



To gain access to rest of the asteroid's base, you'll need to blast this switch with your sniper scope.

Go up the elevator, through the door, and turn left to pick up a key. Turn around, head back through the hangar, and in the next room take the stairs to your left. Again, you'll come to the edge of a cliff. Move as close to the right edge as possible. Suddenly, a mounted gun firing at you will inexplicably explode. It's time for a log ride.

Notice a platform rising up and down across the gorge. You'll have to use good timing and make the jump. Press all the panels. Go back to the cliff edge. A panel there will bring up a troop transport across from you.

To finish this level, jump across to the transport and push the control panel at the front. When it reaches the bottom, head to the opening in the cave wall.

THE GAMERS GUIDE:

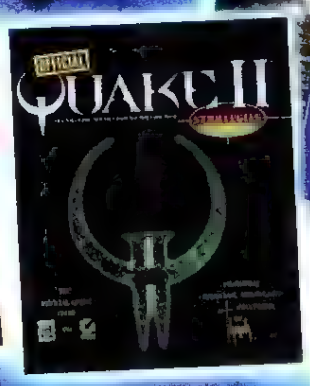
HOW TO KICK ASS

STEP 1:
Get SYBEX Strategies & Secrets™
Go to www.gamers.com

STEP 2:
Learn the strategies

STEP 3:
Kick ass

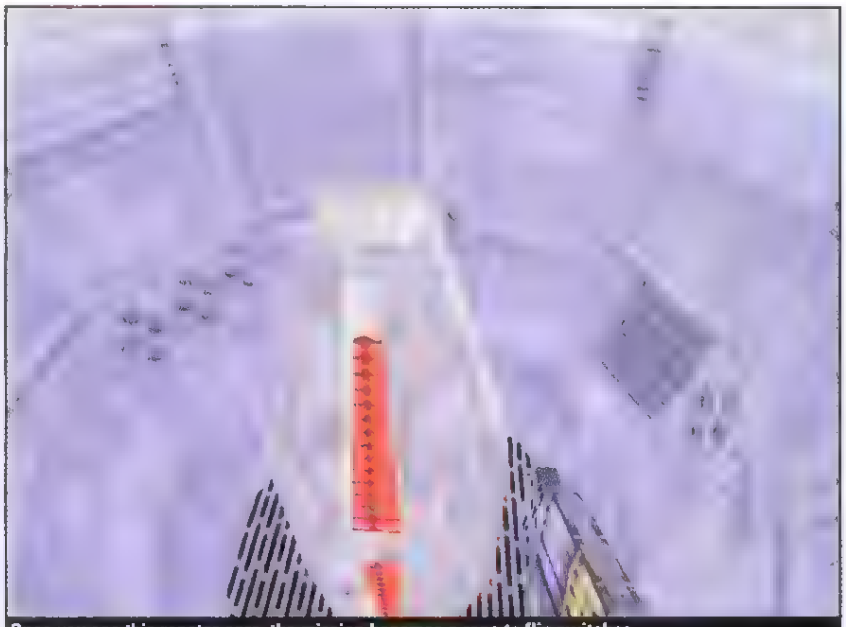
www.gamers.com



Sybex and Gamers Extreme Team Up...
to bring you the ultimate hardcore strategies and resources for single and multiplayer gaming.
Go to www.pcgamer.com/request Product #726
Check out Gamers Extreme online, and look for Sybex guides at Babbages, EB, Best Buy, CompUSA, and wherever books are sold.

GX GAMERS EXTREME
www.gamers.com
© 1998 Gamers Extreme, Inc.

www.sybex.com
© 1998 Sybex Computer Books


Once you see this reactor core, the mission becomes a race to flip switches.

Level 3: Asteroid Core

You begin on top of a large tube. Drop down into the hole at the far end and head to the elevator. This brings you down to a large cavern. Jump onto the catwalk. This leads in two directions. Go to the elevator platform first. Take this down and enter the small control room. There are two switches. Flip the left switch to open the large door outside and go there first.

This control room contains two important things. First, go to the top level of the room and flip a switch. This opens a door in the above cavern that will close if you get too close. To prevent the door from closing, locate a grate situated beneath the stairs. Cut it open and destroy a control panel inside.

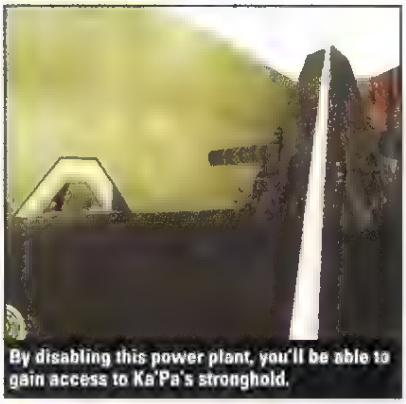
When you go back to the cavern, head to the room at the other end of the catwalk. To your right are two switches that control an outside cannon. Hit the left switch to change the target. You'll need to boost the cannon's power for it to work. Grab the red key that is also in this room and exit.

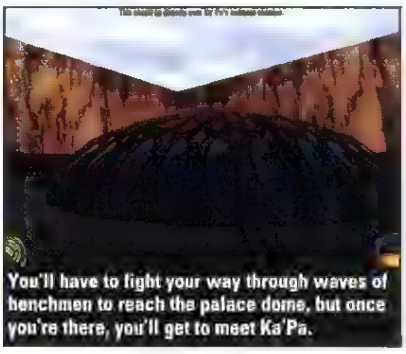
As soon as you exit the room, look up. There's a hole in the top you'll need to Force Jump through. Prepare yourself for a heavy firefight. Make your way to an elevator and go up to find the door the red key fits. Enter and hit all the switches. Go back to where you fired the weapon and push the right button.

Level 4: Self-Destruct

Take the open door to a small catwalk and down to a ledge. Work your way along until you can get close to the access tube located across a gorge and make a run for it. Once in the tube, cut a hole in the grate and go through. On the other side is a large fan, and you should see a path to your upper left. Take this to a small room that has a box with two blue lights. Give it a whack with your lightsaber.

Go back to the fan, and you'll see a hole in the floor. Drop to a catwalk that leads to a door. Time to do some swimming. There are four switches you need to hit in a set pattern to lower the floor. Try each switch until you find the one that turns green. Then, go to the switch directly opposite. Proceed to the switch that's now to your left and hit the fourth switch directly opposite.


By disabling this power plant, you'll be able to gain access to Ka'Pa's stronghold.


You'll have to fight your way through waves of henchmen to reach the palace dome, but once you're there, you'll get to meet Ka'Pa.

As you continue down you'll come across four boxes with blue lights. Look up for an air bubble as you come to the first box. Destroy all four lights, then look for an exit hatch to open.

You'll need to swim to a reactor core and surface above it. There are two switches in opposite control booths. When one switch is pushed, you'll see it begin to count down. Hit the other switch before time expires.

Jump back into the water. You'll notice a large door open above you as you swim into the chamber next to the reactor core. Go through this door and run to the transport. Jump over the transport, down the right side of the cliff edge, turn, and then run until you drop down again. Make your way along the side of the cliff until you reach another edge where you can see a metal, cross shaped platform below. Move to the middle of the edge and step off.

Once down on this platform, you'll see four switches. Again, these are timed switches. Once you push one, you need to run to the remaining three and activate them before time runs out.

Level 5: Ka' Pa the Hutt's Palace

To gain entrance to Ka' Pa's palace, face toward the door. Turn to your right. You should see a ledge to jump to. This leads through some caverns with what looks like a dead end. Go to the very end and look up for another ledge. It's pretty high, but Force Jump should work.

To gain access you must use your lightsaber to damage the structure situ-

CODES

You may be tempted by the dark side to use these codes. To use them, press the **t** key while playing and type in the code. Some codes are followed by a **1** or **0** to toggle them on or off.

iamagod . . . . . Gives you all force powers — light and dark
diodiodio . . . . . All weapons
gimmestuff . . . . . Full inventory
gameover . . . . . Skips to the next mission
statuesque 0/1 . . Freezes all creatures and prevents them from moving or attacking
trainme . . . . . Increases your force level by one
freebird . . . . . Lets you fly around
boinga 0/1 . . . . . The invulnerable god mode
trixie . . . . . Increases your mana level to full
cartograph . . . . . Shows the entire map, including locations of creatures
gospeedgo 0/1 . . Causes all creatures to move in slow motion

You can get lost in this maze of living quarters. Look for that slope in the corner to help get out.

ated next to the oil derricks. Once this structure begins to spark, a maintenance man will emerge and give you a clear shot inside.

Once in, you'll head into a maze of very spartan sleeping quarters. Check them out until you find some Tusken clothing. Continue through the cells until you reach another palace entrance. Check your inventory for the clothing and use it to gain entry

Go to the upper control room and hit a switch to open the big door. Go through and take the first door to the right. Enter more sleeping quarters. In one room, open a window and jump across to the adjacent building. Continue until you reach a water-filled room. There's a hole in the corner to swim through. This will take you to an area containing a few bars. Stay to your right and locate the red key inside one of the rooms.

This red key gains you access to the control room. Once inside, the control room door will not re-open. Upon activating the button, you have to quickly go down a different set of stairs and jump on a rising block. Use your lightsaber to punch a hole in the grates on the floor to get out.

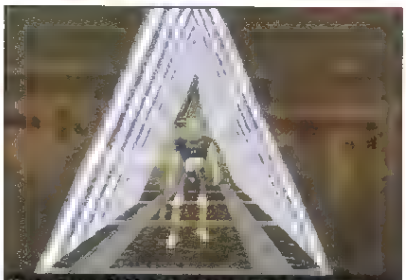
Once you drop down, you'll notice stairways leading to the roof. This is your final objective, but before you go up, jump down and pick up the Heavy Explosives. Force Jump your way back up and go to the roof. At the dome structure, access your inventory for the heavy explosives and use them.

Level 6: Katraasii Space Port

From your hangar, walk to the lower level and out the door. This takes you to the main streets of the port. Go straight past the trooper (north). Along this street you'll see a bar to your left. Immediately following this bar are steps that go up to Abron Mar's cantina. It's too soon to go there just yet.

Keep walking north through two large doors. Hang a left (west) and enter one of the three doors to your left to pick up a blue wrench.

Proceed directly to Abron Mar's hangar. A good way to find it is to walk out the door to your hanger and turn left (west). Proceed to the end of this street and take a left. His hangar is immediately around this corner on the left. Head to the upper deck and locate a door. Inside, use the blue wrench to close off the hangar door above.


If you haven't disabled Abron Mar's escape route, don't go looking for him, or you'll run the risk of losing the mission.

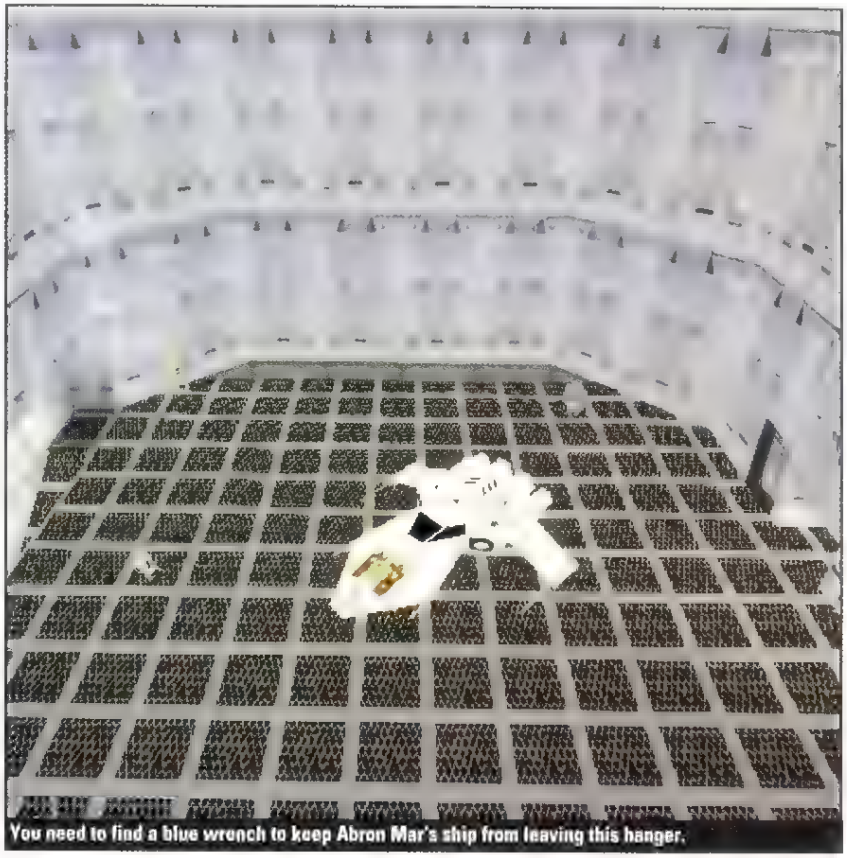
Now go to Abron Mar's cantina Once inside, the game will pause as an animation shows Abron Mar sneaking out the back. It's a door you cannot open. Make your way back down the stairs of the cantina.

You need to head to Abron Mar's new escape route. The door is located in the southwest corner of the map. When you enter, the game will again pause as an animation shows Abron Mar sealing himself behind a large door.

Reattach a coupling in front of the control room. Enter the control room and hit the left switch, and then the right switch to cause a transport to smash the sealed door.

Level 7: Katraasii Space Port, Part B

Go down some steps and enter a dark room. Inside, there's a ledge to jump on and a grate to cut open. If you have


You need to find a blue wrench to keep Abron Mar's ship from leaving this hanger.

Hey, it's the Millennium Falcon. Hope that wasn't R2D2 I blasted at the door.

trouble seeing it, toggle on your map to locate this path. You'll reach the edge of some water. Turn right and jump up. This will lead you through a series of ledges to climb

At the top, step off to a small ledge and turn right. Make an angled jump to the next ledge. Continue until you get to an edge looking down on a courtyard. Step off to land on a ledge and step off again to reach the ground.

Take the one doorway out of this courtyard. The next door is locked so you'll have to Force Jump your way to a very conspicuous ledge. You'll come out to a wide street.

Around the next corner are entrances to a few hangars. The second hangar on the right is the one you need. Hit a switch on the wall, then run to a troop transport. It will rise and give you the chance to jump on the roof.

Cut your way through a grate and to the adjacent rooftop. This will allow you to drop down into the one area you cannot otherwise access. It's simply a matter of working your way down these corridors. There are two small doors at the end. Enter the left door, go to the top, jump back down into the corridor, and go through the other door. In this hallway, fight your way to the first door on your right. Abron Mar is inside and takes you, a Jedi in training, prisoner.

Before you go on the next mission, you have a choice of Jedi powers to choose from. Choose Force Projection, it's almost invaluable for what lies ahead.

Level 8: Takara's Stronghold

You wake in a dark empty cell. Walk to the door and punch out the guard as he comes close. Use Force Pull to grab his key. Find the cell that contains a pry bar, and then locate the cell with a hole in the wall.

As you enter, you'll see a hole leading to a sewer line. Before hopping in, run past it and look for a switch on your right. Jump in the sewer and swim down. When you reach the first fork, hang a left toward the Rancor's cave.

When you see the Rancor, immediately turn and run. Behind you is a path that's blocked off by steel bars. The Rancor won't follow you here. Behind the bars is your lightsaber. Force Pull should bring your lightsaber to mama.

Now the ugly part... you have to kill the Rancor. You'll find that using Force Projection is the most effective way to distract the beast while you get in a few good whacks. Once the Rancor is dead, a guard will open a gate to come check things out.

Once you're out of the Rancor's cave, make your way to a blast door that's partially open. Crawl under the door and continue along this hallway and up some stairs to a large hallway. Head to the first door on the left. Continue through the next room, which has a conveyor belt. Step over the conveyor belt and drop down to retrieve a droid arm.

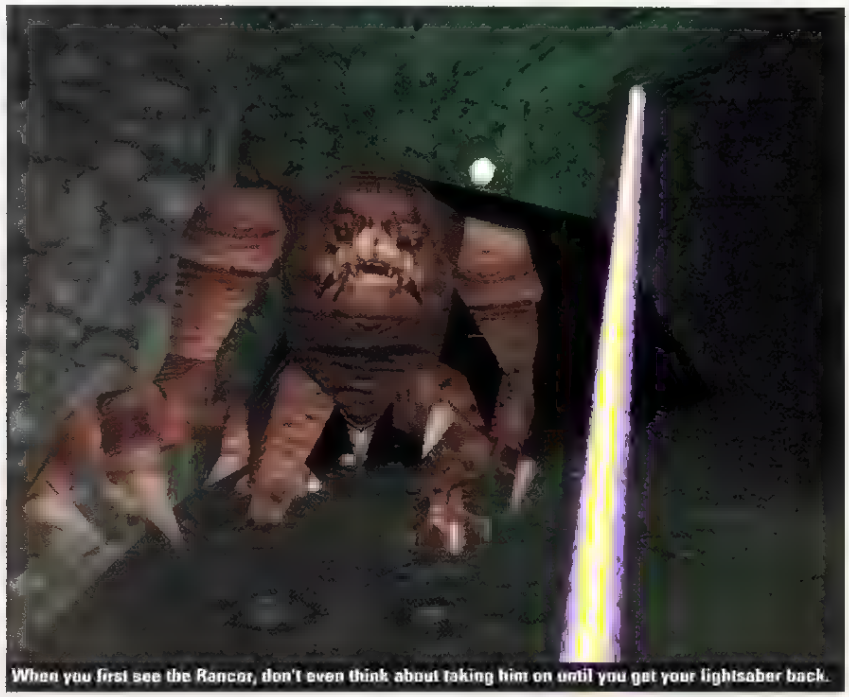
Return to the large hallway and enter the other door to a loading dock. Inside, you'll notice a control room on the right blocked off by a red force field. Use the small door on the opposite wall. Take the stairs down past a transport. Go through another little door and up the stairs to access the control room. Use the droid arm to turn a switch.

Backtrack to the loading dock. You'll see a large door now open that leads out to some water. Jump in and go to your right. Use Force Jump to hop onto a ledge and continue up until your reach a locked door. To get inside, jump over the locked door and cut your way through a grate. Pick up the GCT device inside.

Now, return again to the main hallway. A large door has opened. Continue down the hall and up some stairs to reach a pool of electrically charged water.

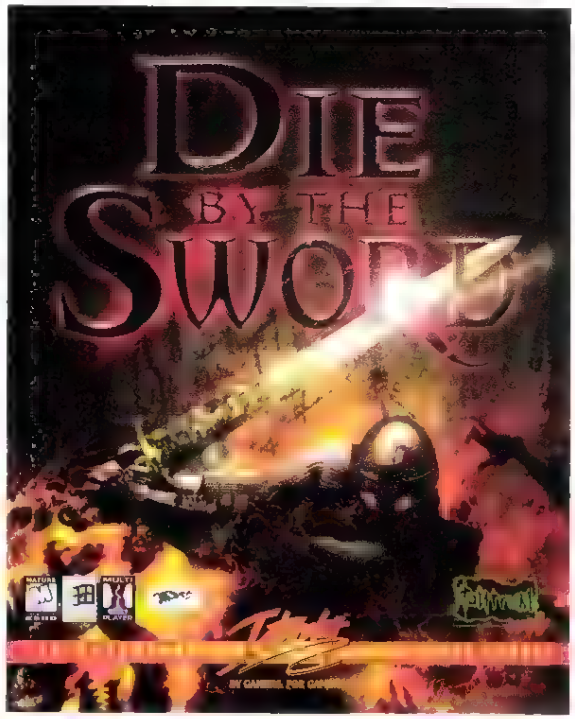
Move to the level beneath you and go to the right wall. There is a small beam you can use to get across. In the next hallway, open the first door on the left. There are three switches. Hit the middle switch, then the left switch to shut off the electricity. Make your way back to the pool of water, jump in, swim down to an opening in the wall and you'll be on your way to freedom.

(*Editor's Note*: Look for part two of our walkthrough next month!) PCG


When you first see the Rancor, don't even think about taking him on until you get your lightsaber back.

Catch the Buzz

The Mona Lisa of dungeon-hackers... an **AWESOME** game!!! ... miraculous **VSIM** technology **WWWOOOOOOWWWWWW!!!!!** I gotta say - bravo! it kix some serious ass. This game is outstanding. I will be waiting in line to buy it. Die by the Sword kicks ass. chop off multiple body parts i'm getting this game. **THE GAME TO END ALL GAMES!** the best, most addicting game I have played dying to play this game. **ASS.** I WANT IT NOW have been waiting for since I was demos none stop, tis a brilliant Die By The surpassing this masterpiece :) fer to jump and crouch a whole lot, hurt, cus I rule some sweet muffins) by ripping the kobold to pieces, limb VSIM ing code



Now Available

IT KICKS MUCH the game that I twelve years old.

A deliteful touch I've been playing both game. Sword Rocks!!! I can't see any game truly an amazing game.

I prethen cut myself free (without being then cut off the orcs head, followed by limb.

the most realistic bladeslingThe movement ability of your character is great! I think this just entered the wish list category!! I really liked the sound affects. **LOVE** the game. definitley keep an eye out for this one. The control is great, The graphics and character animation are both excellent. The frame rate was butter smooth. best games of 1998. Check out this demo if you get a chance.

MATURE M AGES 17+ CONTENT RATED BY ESRB

Designed for Microsoft Windows 95

Developed by

www.interplay.com/dbts

1998 Treyarch Invention. All rights reserved. Die By the Sword, Battlecamers for Gamers, Treyarch and the Treyarch logo are trademarks of Interplay Productions. All rights reserved. Licensed and distributed exclusively by Interplay Productions. All other copyrights and trademarks are property of their respective owners.

Go to www.pcgamer.com/request Product #332

We believe in soaking up the optimum of opening day.

We believe in savoring the rare beauty of a no-hitter.

We believe in the healing power of a well-executed squeeze play.

We believe in dancing to chin music.

We believe in **High Heat Baseball**™, a game that captures the intensity, excitement and spirit of the game we love.

Introducing Team .366, the industry's one and only baseball studio.

We believe in the Sanctity of Baseball

We're the Team .366™ studio, a squad of passionate game craftsmen and diehard baseball fanatics who've dedicated the last two years to creating a baseball experience that will, quite simply, redefine the genre.

Jaw-dropping graphics. Fast gameplay. Matchless tactical AI. In short, everything gamers demand and baseball fans scream for.

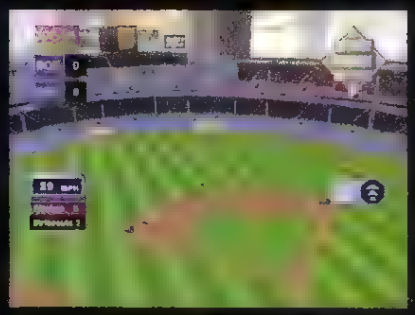
Experience **High Heat Baseball**, the definitive baseball experience from the industry's one and only baseball studio.

Become a believer.

TEAM .366

Unparalleled Baseball AI: A new industry standard has been set with our TruPlay™ baseball AI. You'll notice the difference in true-to-life base running, fielding and managing.

Fastest Gameplay Ever: Streamlined design lets you blaze through a complete game in 30 minutes. Fast frame rates, low load times and skip-thru shortcuts means no more waiting around.



Unprecedented Authenticity: 1998 MLBPA rosters, 1997 statistics, all 30 big league ballparks, intelligent crowd noises, real umpires and real Major League play by play brings to life the baseball experience.

Pro-style Interface: Practice the real art of pitching and hitting. No need for gimmicks, you have all the tools to think and react like a baseball pro using the real tactics of Major League Players.

HIGH HEAT baseball

www.highheat.com

EVERYONE E

Major League Baseball Players Association. All other trad

Produc

Tomb Raider Gold

Even *Tomb Raider* experts need some help now and then

Eidos' re-release of the original *Tomb Raider* contains four new levels to challenge your spelunking skills. These new levels are tougher than the originals, so we asked the creators to provide us with some hints and tips to help guide Lara to victory.

Level 1: Return to Egypt

Go forward and drop off the edge to the water. Swim to your right and follow the tunnel into the next room. Swim to the far end of the room and then climb up onto the platform next to the underwater Shotgun Ammo box.

Walk to your right and then jump across to the next highest ledge next to the Statue. Drop into the water next to the Statue and pull the underwater lever on the wall to open a door next to where you received the Shotgun Ammo. Swim to the middle of the sloped ledge and pull yourself up. Hold the jump key as you pull yourself out of the water, and you'll automatically jump backward to the Statue.

Turn to your right and then jump across to the far ledge. Head to your left and enter the doorway. Proceed to a room with a sloped ledge. Turn left and then jump across to the first pillar. Walk to the far side of the pillar and then turn around and drop down next to the spikes sticking out of the ground. Walk past the spikes to an intersection. Follow the path to the left and enter the large cavern area. Follow the panther tracks forward, not to the right, and you'll come to a couple of large blocks. Pull the first block backward and then push the second block forward three times into the next room. Head to your right and follow the pathway to another large chamber with water. Jump across to the rocky ledge and then climb up to the top and grab the Gold Key.

Jump across to the ledge by the bridge and follow the path over the three bridges to the end. Turn around and jump up to the ledge above. Turn around and jump into the opening to your right and head into the dark room. Turn to your right and walk over to the ledge. Turn around and hang off the ledge. Shimmy to your right as far as you can and pull yourself up to the next ledge. Turn around and jump across to the Statue and enter the room on your left. Walk to the far wall and use your Gold Key to unlock the door. Run through the door and quickly position yourself between the rolling boulders. Walk to the left edge and drop down. Enter the pathway in the left wall and follow it to the end.

Pull the wall switch to open two doors far above you and then backtrack all the way to the three sloped boulder ramps. Run up the ramps, jumping across to the nearby ramps to avoid the rolling boulders and jump down to the ground and enter the doorway. Enter the room to the right and walk until you get to a pit overlooking a bunch of Spikes. Hang off the ledge and drop down to the bottom of the spike pit and walk into either of the openings in the left wall. Slide down the ramp and drop into the pool. Swim to your left and quickly enter the tunnel. Follow the tunnel to the end and pull the lever to open a door on your right. Swim through the door and climb out of the water. Turn to your left and climb up on top of the big block next to the water. Drop off the other side of the block and follow the pathway to a bridge. Cross the bridge to finish the level.

SECRET AREA

UNDERWATER ROOM

From where you begin, go forward and drop off the edge to the watery area below. Swim to your right and climb up onto the ledge next to the square pillar. Turn around and jump on top of the pillar to open an underwater door. Jump off the pillar and swim toward the huge statue in the room. Swim under the statue and enter the door before it closes. Follow the underwater tunnel into the secret room!

LEVEL 1

There's no doubt about it...this level is definitely set in Egypt!

LEVEL 1

Hanging off ledges is a technique you'll need to master if you hope to conquer these new levels.

Level 2: Temple of the Cat

Turn around and pull the lever on the wall. Turn around and drop down through the hole in the floor. Turn around again and follow the path to the right. Run up the sandy path and head toward the right to the end. Jump up and pull yourself up to the top of the block and head down the pathway to your right. Follow the path to the Temple of the Cat and take the path leading to the right. Follow the panther tracks to a pool of water and dive in. Swim to your right and pull the underwater lever to open an underwater door at the far end of the pool. Quickly swim through the door before it closes and then swim to the end of the next room. Once you are at the end of the room, swim down and grab the Ornate Key from the bottom of the pool.

Climb back up out of the water and return to the Temple of the Cat. Climb up the Temple to the third tier and find the two movable blocks. Pull the first movable block backward and walk around to the left and push it toward the wall. Pull the second block backward to find an entrance into the Temple itself. Drop into the hole and run to the far side of the room. Pull the switch and enter the door on your left. Follow the pathway up the ramp and grab the second Ornate Key by the staircase.

Walk up the staircase and climb up onto the ledge at the top. Walk over to one of the two openings and drop down to the ground below. Head toward the Temple again and climb up to the Cat statue at the top. Continue past the Cat statue and slide down to the huge door below. Use both of your Ornate Keys to open the door and enter the Temple. Head into the alcove on your left and pull the lever on the wall to light the halls of the Temple of the Cat. Follow the lit path past the doorway on your right and enter the small alcove to the left of the small room. Pull another switch to open a trap door in the small room and head back into the small room. Drop down into the hole in the floor and jump across to either opening in the wall. Follow the path around and pull the two wall switches to open a large underwater door. Quickly drop down into any hole in the floor and swim through the large door before it closes. Swim into the first room and surface in the small opening in the ceiling. Climb up out of the water and run up the stairs to the top to find the Third Ornate Key. Dive back into the water and swim all the way into the far room. Surface on your right and climb out of the water. Head a little to your left and grab the Fourth Ornate Key on the first tier. Climb up to the third tier and grab the Fifth Ornate Key in the corner. Climb up to the top and head toward the large gate. Grab the Sixth and Seventh Ornate Keys on either side of the gate. Once you have all of the Ornate Keys in your possession, head to the right of the gate and use your Keys on the five locks.

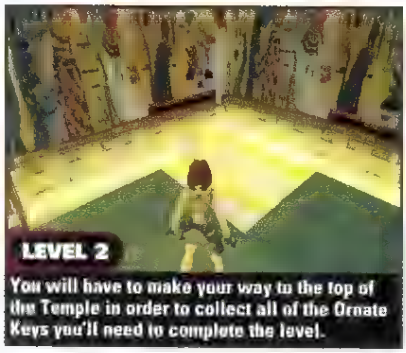
Head to the left of the locks and enter the open doorway in the wall. Drop down into the pit in the floor and land on the ledge in the center. Turn to your right and run and jump across to the far ledge. Turn to your right again and climb up to a slope above you. Slide down the slope and climb up onto the small ledge at the bottom. Pull the wall switch to open a

The Temple of the Cat looms above you. Steel yourself for the challenges you will face within its ancient walls.

doorway up above you and drop back down to the ground. Head to the right and climb up to the ledge above you on the right. Jump down to the ledge in the center of the pit again and climb up out of the pit. Enter the doorway you opened and drop into the small pool in the center of the room. Follow the left opening and follow the left wall all the way to an underwater lever. Pull the lever to open a door above and swim out of the water and pull yourself up into the room. Enter the new opening and walk toward the big door on your left. As you approach the door, it will open into a new room.

Run to the far end of the room and pull the two wall levers. This will open a door back in the room where you found the five Ornate Keys, and move a boulder out of your way. Enter the room behind the boulder and head to the left. Climb up onto the high ledge and follow the hallway all the way to the end. Drop through the hole to return to the room with the door you just opened. Climb out of the water and enter the door. Proceed down the slope to the rocky area at the end. Pull the switch on the right wall to open a door back at the top of the room. Head back up to the top and enter the open doorway. Head into the room and enter the opening in the right wall. Run up the huge staircase and drop off the left edge at the top, onto a block below you. Run and jump from there to the Uzi Ammo clip on a far-away ledge. From here, jump up and grab onto the crevice above you and shimmy to your left. Pull yourself up when you can and climb up onto the ledge on your right. Walk behind the Cat Statue and pull the wall switch in the room to open a door in the room at the bottom of the huge staircase. Cross the new bridge by the Cat Statue and run down the huge staircase and enter the next room.

Enter the doorway on your right and turn to your right and enter the next passageway. Follow the hallway into the next set of rooms and dive into the pool at the end. Pull the underwater lever to



You will have to make your way to the top of the Temple in order to collect all of the Ornate Keys you'll need to complete the level.

open two trap doors back in the previous room and climb out of the water and head back to the first room with palm trees. Climb up through the trap door in the ceiling and walk around the room and climb up onto the small ledge next to the gold door on the floor. Once you step on the ledge, the gold door on the floor will fall open. Drop down through the hole and turn to face the next gold door. Walk toward the door and it will open into a hallway. Enter the hallway and go to the third set of switches on your right. Pull both switches and enter the door. Follow the stairs through the small room and walk out to a gigantic Cat statue. Walk around the Cat statue to the left and walk up the staircase to the inside of the statue. Jump up to the ledge above and pull yourself up to the top. Turn around and run and jump across to a ledge at the edge of the statue. Run and jump again to the far ledge by the gates. Head to the left and follow the balcony around the Cat statue to a small room.

Enter the only door in the room and climb up the staircase of blocks to the upper room. Run and jump across to the next ledge and follow the hallway to the left. Keep walking until you get outside on a small ledge. Ahead are a bunch of golden pillars next to the Cat statue. Run and jump across the pillars and balconies to a pillar positioned higher than you. Run and jump and grab the edge of

SECRET AREAS

THE GATED HALLWAY

From where you begin, turn around and pull the lever on the wall. Turn around and drop down through the hole in the floor. Turn around again and follow the path to the right. Run up the sandy path and head into the first alcove on your right. Drop into the small room and pull the switch on the wall twice. Leave the room and run to your left, back the way you came. Go around the corner to your right and enter the open door to find the secret room!

DARK ALCOVE

From where you grabbed the Second Ornate Key, walk up the staircase and climb up onto the ledge at the top. Walk over to one of the two openings and drop down to the ground below. Head toward the Temple again and climb up to the Cat statue at the top. Continue past the Cat statue and slide down to the huge door below. Use both of your Ornate Keys to open the door and enter the Temple. Follow the dark path and enter the first alcove on your right to find the secret!

LEVEL 3

Lara returns to Atlantis to destroy an alien hatchery. Have your pistol at the ready to deal with the angry parents.

the pillar and pull yourself up to the top. Jump up again and pull yourself up to the highest ledge in the Cat statue area. Follow the walkway to a large slope and climb up onto the block on your left. Run and jump over to the left eye of the statue and climb up on top of the statue's head. Walk to the back of the head and pull the lever to extend the statue's tongue. Walk back to the forehead of the statue and slide backward down its snout. Hang off the edge and drop down onto the statue's tongue. Walk across the tongue and enter the statue's mouth. Jump across the gap and pull the lever on the wall to open a door behind you. Turn around, jump back across the gap and run along the tongue and through the door. Finally, run and jump toward the small Cat Statue to finish the level.

Level 3: Atlantean Stronghold

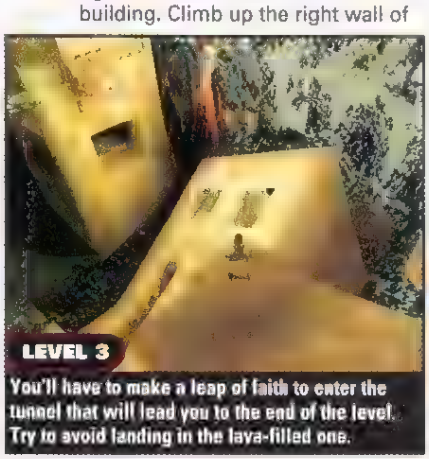
Run forward and drop into the hole in the ground. Follow the tunnel to a lava pit. Let the magma boulder roll into the pit and run and jump across to the far side. Head to the right and walk toward the small building. Climb up the right wall of the building and drop into the hole in the center of the small ledge. Drop from the small ledge to the platform below. From here, drop yet again to the ground below you. Head toward the huge tilted structure and walk toward the hole at the lowest point of the tilt. Drop into the hole to a rocky ledge below. Drop again to the platform below, and you will find two holes in the ground. Make sure that your health is all the way up and walk toward the right hole. Hang off the sloped edge of the hole and drop down to a building far below you. Work your way to the ground and walk around the area until you find the cave in the wall.

Enter the cavern area and take the next walkway to the right, toward the arrow trap. Walk down the staircase around the arrow trap to the room below. Enter the lower chamber and walk up the staircase to the upper ledge. Pull the switches closest to the glass to open two doors. Return to the building room that you dropped onto earlier. Head to the right, and you'll find another cavern area. Enter the cavern and run up the ramp to the top. Climb up on the ledge and turn around. Jump and pull yourself up to the upper ledge and turn around. Jump across to the small platform and jump again to the wall. Follow the left path up the ramp to the top. Walk slowly down the other side of the ramp and jump into the opening in the right wall. Follow the hallway to the left and walk up the staircase. Carefully pass the arrow traps and run straight ahead through the small doorway. Pull the

SECRET AREA

THE LAVA PIT

From where you begin, go forward and jump across the lava pit by the hole in the floor to the small ledge. Head to the right, into the small alcove, to find the secret area!



LEVEL 3

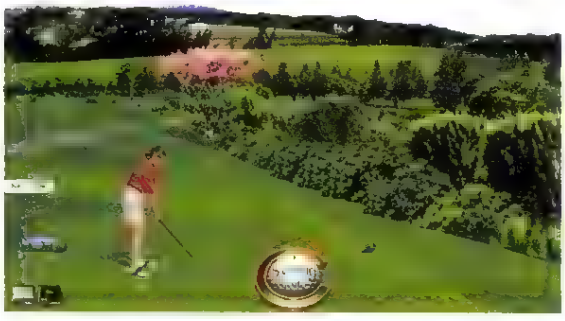
You'll have to make a leap of faith to enter the tunnel that will lead you to the end of the level. Try to avoid landing in the lava-filled one.

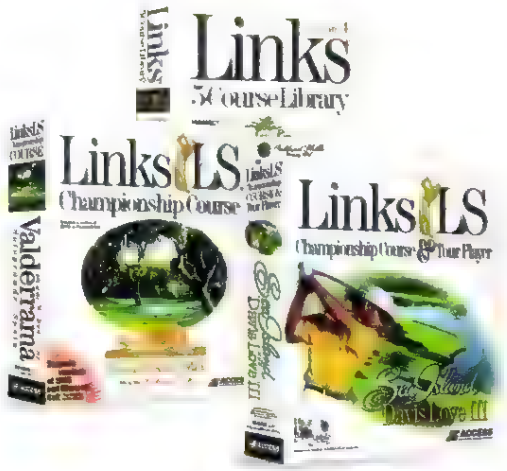
Take a 20-minute Links® break and travel to Spain for 18 holes at Valderrama, or to Maryland to play Congressional Country Club.
Over 25 available Championship Courses, including:

- Congressional Country Club—Site of the '97 U.S. Open
- Valderrama—Site of the '97 Ryder Cup
- Davis Love III at Sea Island Winner of the '97 PGA Championship
- 5-course Libraries Vol. 1-4—20 courses including Riviera and Pinehurst

Links LS
Championship Courses

Real Life *by Comparison*





Go to www.pcgamer.com/request Product #003

For info call 1 800 800 4880, or see us on the web at www.AccessSoftware.com/B6C And add some color to your life!

ACCESS
SOFTWARE INCORPORATED

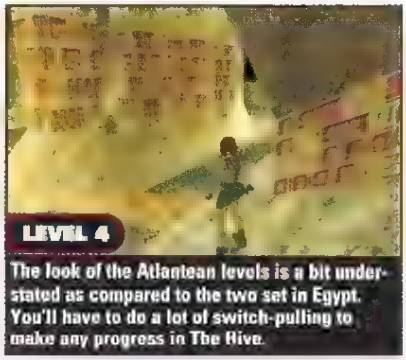
switch in the room and turn to your right and enter the door.

Dive into the water and swim down and pull the lever at the bottom to open the door above. Climb out of the water and work your way up the blocks to the top. Exit the room into the main courtyard where you began the game. Head toward your left and enter the next door. Drop down into the water and swim to your left. Pull the right underwater lever and enter the open door on your right. Swim to the end and surface when you come to the small hole in the ceiling. Pull yourself up, and you'll be in a small room filled with spikes.

Climb up onto the block immediately to your right and climb up again to the next platform. Walk to the very left-forward edge of the platform, and you'll see a small alcove up above you. Jump toward the alcove and immediately grab the edge and pull yourself up. Turn around and run and jump across to the far ledge. Turn to your left and climb up to the next platform. Jump down a little to your left onto the beam below you. Climb up to the top of the gray block and enter a long lava tunnel. Run and jump over the two lava geysers and make your way to the top. Jump out onto the ledge on your right, and you'll notice a small raised section of the ground that has strange markings on it. Walk onto the raised piece of ground and you will see the giant sloped building from the beginning of the level. One hole in the building is dark while the rest are lit-up by lava. Run and jump and try and land inside the dark hole in the sloped building. If you can do it, you'll fall way, way down into a small pool. Climb out of the pool and walk around the room and enter the doorway. Follow the hallway to the end and pull the wall lever on your right to open the door. Finally, enter the door to finish the level.

Level 4: The Hive

Go forward and enter the large room. Run up the stairs and carefully work your way to the two levers at the far end of the room. Pull the right lever and head back down the stairs and enter the left door. Make your way past the two arrow traps and the slicer trap and head to the right wall overlooking the pit. Face a little to your left and run and jump forward onto the sloped ledge below. Quickly jump across to the next sloped ledge and slide down and jump to another sloped ledge. As soon as you land on the third sloped ledge, hold your jump key down and you'll jump back and forth between two sloped ledges. Slowly press to the right so that you begin to jump more and more to the right until you land on a non-sloped ledge. Head to the left to a couple of big slopes. Jump up on the right slope and make your way across the walkway by the lava. Slide down the other side, head to your right, and climb up onto the high ledge. Jump to the next ledge on your left and turn left until you see a block in the lava. Run and jump onto the block and jump across to the platform with the Uzi clips. Quickly jump forward again and run to the bottom of the platform on your left. Run and jump across the lava and pull yourself up to the top of the block. Finally, hurry through the open door before it closes and enter the next room.



The look of the Atlantean levels is a bit understated as compared to the two set in Egypt. You'll have to do a lot of switch-pulling to make any progress in The Hive.

Go forward and drop down to the ground. Head to the right and climb up as far as you can go. Turn around and run and jump onto the red ledge. Turn right a little and run and jump across to the far ledge. Just to your right will be a switchback staircase going up. Follow the staircase to the top and head to the end of the room and drop into the hole in the floor. Exit the room you land in and slide down the slope and drop into the small lake below. Swim to the far end and climb up onto a small black ledge at the water's edge. Jump from here to the next black ledge and then finally jump again to a small side room with two levers. Pull both levers and enter the two doors to find a huge *Ben Hur*-like arena.

Lava plays a large part in the two levels set in Atlantis. Some precision jumping is in order if you hope to avoid being burned to a crisp.

SECRET AREA

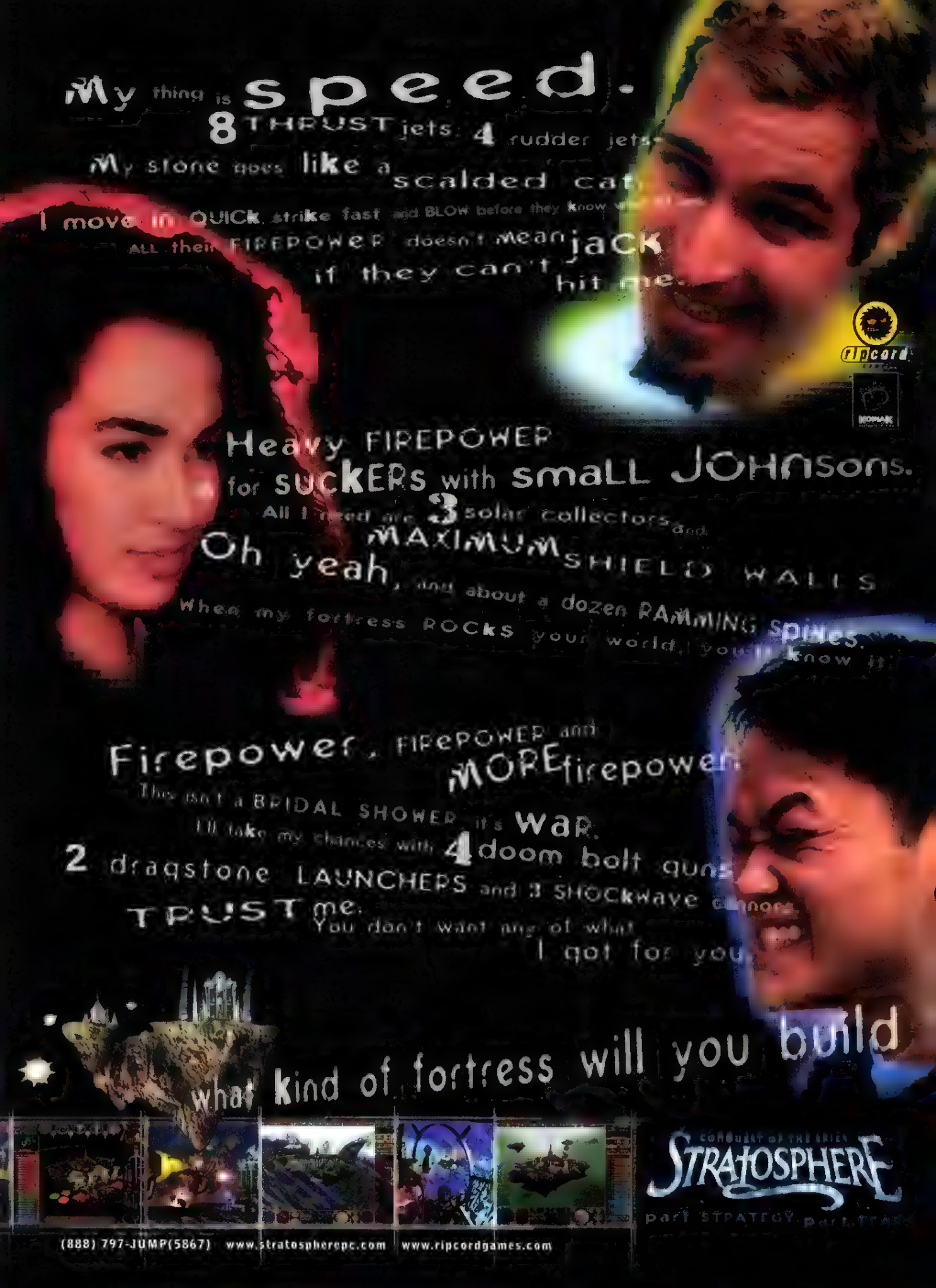
THE LAVA ROOM

From where you begin, go forward and enter the large room. Run up the stairs and carefully work your way to the two levers at the far end of the room. Pull the right lever and head back down the stairs and enter the left door. Make your way past the two arrow traps and the slicer trap and head next to the right wall overlooking the pit. Face a little to your left and run and jump forward onto the sloped ledge below. Quickly jump across to the next sloped ledge and slide down and jump to another sloped ledge. As soon as you land on the third sloped ledge, hold your jump key down, and you'll jump back and forth between two sloped ledges. Slowly press to the right so that you begin to jump more and more to the right until you land on a non-sloped ledge. Head to the left to a couple of big slopes. Jump up on the right slope and make your way across the walkway by the lava. Slide down the other side and head to your right and climb up onto the high ledge. Jump to the next ledge on your left and turn around and look down into the lava pit. Drop onto the small ledges floating on the lava and drop down onto a ledge below. Slide down the slope on your right and jump at the end and grab onto the edge of the far ledge. Pull yourself up to the top to find the secret area!

You'll find that there are four switches on the center pillar structure in the arena. Pull the two switches closest to the big window and one of the switches farthest from the big window. Run to the door that opened by the side of the big window and enter the pool area. Dive into the water and swim down and pull the left switch on the wall. Turn to your right and swim into the open underwater door. Follow the cave to another switch and give it a good yank. Enter the door by the lever and follow the tunnel back into the small lake area.

To your left is a big structure in the center of the lake. Swim to the opposite side of the structure and use the platforms to enter the structure through the doorway up high. Once inside, follow the walkway all the way up to an open door. Enter the new area and head into the opening in the right wall. Follow the tunnel all the way to the end and enter the last door. Walk into the large chamber and step on the raised platform in the center of the room. Fight off all of the enemies in the room and return to the long hallway. Enter the door before the last and head into a long, narrow room. Head into the doorway on the left wall and enter the next room. As soon as you enter the room, pull the two switches just inside the room and enter the door at the far end. Run to the far end of the room and head down the ramp to the room below. Make a U-turn to the right at the bottom of the ramp and walk over to the switch on the block. Pull the switch and make a mad dash to the far end of the room and squeeze by the door before it closes on you. Finally, run and slide down the long ramp and drop into the water. Head into the underwater tunnel on your right to finish the level.

PCG


My thing is speed.
8 THRUST jets. 4 rudder jets.
My stone goes like a scalded cat.
I move in QUICK, strike fast and BLOW before they know what hit them.
ALL their FIREPOWER doesn't mean jack if they can't hit me.
ripcord
Heavy FIREPOWER for SUCKERS with small JOHNsons.
All I need are 3 solar collectors and MAXIMUM SHIELD WALLS
Oh yeah, and about a dozen RAMMING SPIKES.
When my fortress ROCKS your world, you'll know it.
Firepower. FIREPOWER and MORE firepower.
This isn't a BRIDAL SHOWER, it's WAR.
I'll take my chances with 4 doom bolt guns
2 dragstone LAUNCHERS and 3 SHOCKwave cannons
TRUST me.
You don't want any of what I got for you.
what kind of fortress will you build
CONQUEST OF THE SKIES
STRATOSPHERE
part STRATEGY, part
(888) 797-JUMP(5867) www.stratospherepc.com www.ripcordgames.com

Dawn of War © 1996 VIRGIN INTERACTIVE ENTERTAINMENT, INC. All rights reserved. Dawn of War is a trademark of Virgin Interactive Entertainment, Inc. Virgin is a registered trademark of V

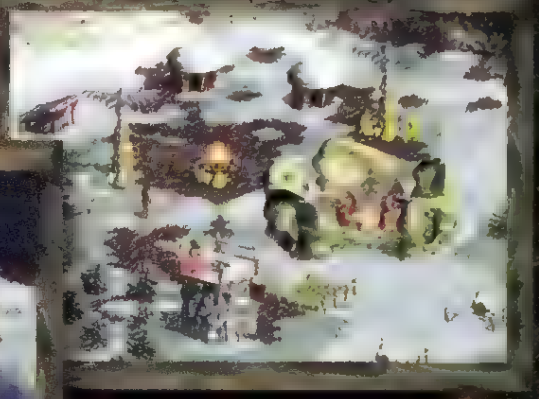
COMING SOON!

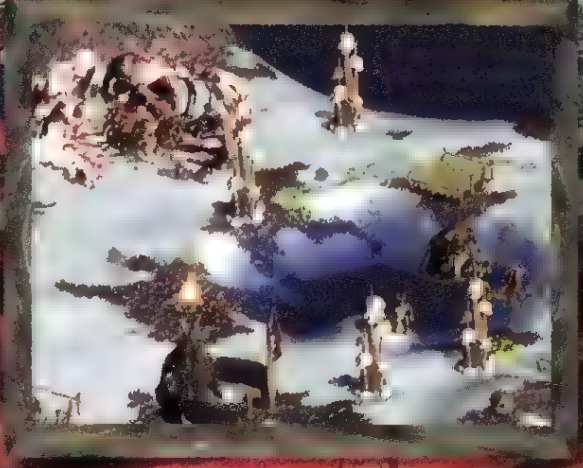
It's Time to Get Primitive.

Virgin INTERACTIVE

From the Dawn of Man comes the Dawn of War . . .

Enter a primitive world where you must lead one of three species -- Cro-Magnon, Saurian, or Neanderthal -- in a fight for survival. Protect your species against the hostile forces of extinction as you gather and manage resources, increase and diversify your tribe, and wage war against merciless enemies. Master new technologies and cast magical spells in the ultimate expression of the survival of the fittest.





Real-Time Strategy 50,000 B.C.

DAWN OF WAR

visit our website at www.vie.com

Product Information Number 361

Ltd. Microsoft, Windows and the Windows logo are registered trademarks of Microsoft Corporation. Virgin Interactive Entertainment, Inc., 18061 Fitch Avenue, Irvine CA 92614 U.S.A.

Battlezone, Part 1

With these tips from the game's creators, you'll always be in the zone!

Battlezone has proven to be a hit here at the *PC Gamer* office, so we asked the good folks over at Activision to supply us with some general strategies to help us improve our chances of victory in both single and multi-player modes. Next month, we'll continue with more mission-specific guidance.

Battlezone blends action and strategy like no other game before it. It requires you to make split-second tactical decisions and then actually go about implementing them from the cockpit of your tank. This month, we'll show you some techniques that will help you gather and spend your resources wisely, set up base defenses, and micro-manage your units in battle more quickly and efficiently. In doing so, you will be able to spend more time charging into battle, confident that your forces are performing at their best.

Building a Silo close by where your Scavenger is collecting scrap will improve your efficiency.

Basics

RESOURCE MANAGEMENT

The first things that you should build when you start a game are: Scavengers, Turrets, and either a Factory if you are playing single player or a Constructor if you are playing multi-player. Now, why are these units so important that they must be built first? Well, Scavengers are very important for the obvious reason that they are responsible for gathering scrap. Turrets will defend your Recycler from any threats. Finally, we come to the Factory and Constructor. The Factory will build more advanced offensive and defensive units such as the Tank and Artillery Unit. These will offer you greater versatility in your attack strategies. The Constructor is a vital item to have because even if your enemy destroys your Recycler, you can still win the game if you have a Scavenger and a Constructor. This unit builds four of the most vital items in the game — Barracks, Scrap Silos, Gun Towers and their Power Supplies.

SCAVENGERS

Keeping a careful watch on resource management is something you need to master. Usually, there is a scrap field close by when you first set up your base. Soon after you set up, however, your Scavengers will have exhausted this initial supply. You will now find that they begin to take longer and longer collecting resources. Instead of building more Scavengers to speed up the rate at which you get scrap, build Scrap Silos. Go exploring and find a nice scrap field. Then build a Silo near it using your Constructor. Now your Scavengers will drop off scrap right there when they start collecting in that area. Keeping an eye on your Scavengers is also important. Make sure you call them over to an area where you have built a Silo or they may go off in their own direction looking for scrap they think is closer to the Recycler.

Place your turrets in such a way that they overlap their field of fire. These three should be effective in protecting this factory.

PILOTS

Pilots are another very important resource. Building a Factory will grant you some more pilots, but sooner or later you will need to build some Barracks with the Constructor. Pilots can eject from their craft if it is destroyed. However, there is a chance that they will not survive. Therefore, try not to send damaged units into battle because you may lose the craft *and* the pilot. No matter how much scrap you have, you cannot use another unit if you do not have a pilot for it.

RECYCLING

The most important thing in resource management is making sure that you are not dropping scrap where your enemy can easily pick it up. Try to use the recycle feature whenever you can. If you have just finished a battle and a Tank has no ammo and very little health, order it to recycle itself. This will give you the scrap it would have left on the battlefield without having to go collect it with a Scavenger. It can also save the life of the pilot who may have been killed. You can then turn around and build a brand new Tank for less than it would have cost you to repair the unit. Use this same technique with buildings as well. If you have used up all your pilots and have none waiting for units, use your Constructor to recycle any Barracks you have. They are not doing anything for you, and you can use the resources somewhere else. If your Scavengers have harvested all of the scrap around a Silo and are going off in another direction, recycle the Silo and move it to another scrap field. Never leave anything behind and never drop scrap on your enemy's doorstep.

Defensive Tactics

TURRETS

Turrets are the most basic defensive unit and often the most effective if you use

them properly. The three things to remember when using Turrets are place ment, field of fire, and "backup." Place Turrets either with their back to a wall or very close to the object they are defending. This way, enemy units cannot easily strafe around them. Set them up so that their fields of fire overlap. Do not give the opposing player a blind spot to hide in and take out your factory. Using Turrets to cut off a given route is usually ineffective. If the enemy gets by them, those Turrets are then useless. Use them to protect buildings and factories, not to prevent passage through a given area. Also, try not to have a Turret by itself. Back them up whenever possible. Turrets can be easy prey when they are alone.

GUN TOWERS

Gun Towers are very effective but they rely on power. Be very smart when you are placing the power. Try to have your Power Supply up against a wall or around a corner. Then put your Gun Towers right up against it. They then act as blockers so your enemy can not get to the power without first taking out the Gun Tower itself. Force the opposing player to deal with your Gun Towers first. You can also protect your Power Supplies with a Turret if you feel they are still exposing their rear to the enemy. A good trick is to construct buildings, like a Barracks, around the Power Supply to really bury it behind more obstacles. The most important thing is to have faith in your defenses. A well-defended base will afford you the luxury of being able to go off on the offensive. If your base is well put together you will have plenty of time to return with your offensive units to assist in its defense if it falls under attack.

Offensive Tactics

GROUPING

The key to *Battlezone* is grouping your units. Practice this technique in the single player version — it will be the major factor in determining who will win a given skirmish. You need to be able to quickly map units to one of the function keys. Practice hitting 1 (to bring up the offensive menu), then hold down the control key and press 1 and then 2 and then F1. When you release the control key, you will have mapped offensive units 1 and 2 to the F1 key. You can then command them as a group. When you want to issue a new command to this group, just hit F1. Using this function gives you speed and control. Group your units into very small squadrons. If you have 10 offensive units, make five groups of two.

This way you can order all of your units to attack multiple targets very quickly. When you do this to an AI unit, it gets very flustered because it wants to evade when it is getting hit. With two units attacking it, chances are it's being hit a lot and will stop firing to evade. Once a particular group reports that they have destroyed their target, do not reassign them right away. They will pick up a new target on their own. Once all the groups have reported success, take a moment to regroup, then reassign them all to new targets. A quick strike, then a tactical retreat to regroup, followed by a second attack, is an excellent tactic.

Here's where grouping becomes key. When you have mapped units to a function key and you call them up by hitting that key, you will see an important menu. The two most important items on the menu are Follow Me and Attack. Follow Me keeps your units close to you but they will attack a target that is nearby. This feature is helpful in keeping your units from running off and following an enemy into a bunch of Gun Towers. It is also a way to order a quick retreat that you will lead. The Attack key, when pressed, brings up a list of all enemy targets in your radar view. You can then see what is around. Prioritize your targets (we will talk about that in a second) and then send the unit off on its task. Do the same for as many groups as you have. Be prepared as you lose units in battle to consolidate them into new groups so you have them working as efficiently as possible. Succeeding against a skilled player without ordering your units to attack a variety of targets is quite difficult. They will not be able to get out of their own way against an organized attack.

Keep your Gun Towers close to your Power Supply to make things more difficult for your opponent. Turrets can also be used to strengthen your defenses.

STAND BACK

The other important thing to remember is to not rush in first. Order your units in and then follow. This draws fire away from you and does not give away what craft you are piloting. It also gives you time to prioritize your targets. Knowing what to hit in what order is essential. For instance, always take out the power source of a Gun Tower instead of the Gun Tower itself. Think about what is the most crippling loss to a player when you call up your Attack menu, then take that out first. For example, do not send all your units after the opponent's Factory when their Recycler is right next door.

This secondary base is well set up, complete with Hangar, Supply Depot, and Nav Beacons.

Multi-Player Note

Always kill pilots, especially if you suspect it was the player's craft. Watch them eject and follow them until they hit the ground. Run them over! Shot them! Kill any pilot whenever you can! You never know when it's the player out of their vehicle. Even if it isn't the player, that's one less craft your opponent can build without having to get more pilots. Never just stand still when you see one. If it's the player, they may be trying to snipe you. When trying to run over a pilot, juke left and right with your strafe buttons as you approach. It's very hard to move side to side when holding the sniper rifle.

SECONDARY BASES

Setting up a secondary base will allow you to repair and reload without waiting for powerups from your Armory or trudging all the way back to base. The things you will most likely want to build are — a Hangar, a Supply Depot, and lots of Gun Towers for defense. The thing to remember about a secondary base is to not set it up so close to your real base that it does not expand your territory. Set it up so it can be used to stage quick assaults on your enemy's base.

NAV BEACONS

You will find Nav Beacons to be very useful in controlling and managing your troops. Always build a Nav Beacon in a safe, out of the way corner of your base. This will enable you to order any units that are being attacked to return to that Nav Beacon and thus, the safety of your base defenses. This will be especially useful in keeping your scavengers out of trouble. The second situation in which you will find Nav Beacons useful is in conjunction with the Hangar and Supply Depot. As the interface currently stands, you must order units to go to a spot by these structures to utilize them. But, if you build a Nav Beacon in the Hangar or on the supply depot platform, you can then order the unit to go to the Nav Beacon and it will begin to repair or reload.

PCG

ORIGINAL SERIES. SIX NEW
From the creators of Star Trek™ Starfleet Academy,™ Star Trek
ACTUAL CHARACTERS AS THEY APPEAR IN THE GAME
STAR TREK™
SECRET OF VULCAN FURY
COMING THIS FALL

INTERACTIVE EPISODES. ALL DIGITAL.

Judgment Rites, and Star Trek 25th Anniversary, comes the amazing digital adventure based on the original series.

"Bottom line, Secret of Vulcan Fury is set to become the ultimate Star Trek game ever."

-Adrenaline Vault

"Interplay's attention to graphic detail has resulted in a stunningly lifelike synthetic revival of the classic Star Trek players."

-PC Gamer

ACTUAL GAME PLAY SCREENSHOTS

Incredible digital technology recaptures the characters as they appeared 30 years ago

Uncover The Shocking Secrets Behind The Original Vulcan/Romulan Conflict

A "One-Click" Interface Offers Immersive, Fast-Paced Action

Look for

STAR TREK™: SECRET OF VULCAN FURY™

$10 Rebate Offer on Specially-Marked Boxes of Quaker Oh's®

Interplay
BY GAMERS. FOR GAMERS.™
WWW.INTERPLAY.COM

STAR TREK: SECRET OF VULCAN FURY: Software ©1998 Interplay Productions. All rights reserved. Interplay, Interplay Logo, By Gamers. For Gamers., Tribal Dreams and the Tribal Dreams logo are trademarks of Interplay Productions. All rights reserved. Trademark and ©1998 Paramount Pictures. All rights reserved. Star Trek, and related marks are the property of Paramount Pictures. All rights reserved. All other copyrights and trademarks are the property of their respective owners.

Go to www.pcgamer.com/request Product #336

Readers' Requests

It's Strategy Central to the rescue!

We consider it our duty here at Strategy Central to help floundering gamers out of the most perplexing situations. We take pride in our mission and if we have helped just one gamer beat that pesky end-boss or unfair scenario, we can go to sleep at night, knowing that the world's just a little bit better for our efforts. We'd like to thank our fellow strategy gurus who have helped their comrades to succeed by sending in their submissions to Readers' Requests. We know you do this out of the kindness of your heart, and the fact that you have a chance to win a really cool prize package has no bearing on your good will... bless you all.

Mmmm, free tanks. The T34/41 is not the best tank the Soviets have, but at this price, you really can't go wrong.

Panzer General II

When playing as the Soviets in the "Onward to Berlin" campaign, the T34/41 tank is available for free! That's right, there is no requisition cost for this unit. Granted, it is not the most powerful tank in the Soviet arsenal, but in superior numbers, you will emerge victorious. Simply requisition as many as you want during your first turn deployment phase and position them in the deployment zones.

—Christopher Miller,
Edmonton, Alberta, Canada

You have done us proud Comrade Christopher. At Strategy Central headquarters, we have always believed that quality wins out over quantity every time, but you've caused us to start rethinking our position.

Jedi Knight

I have found a way to defeat Jerec in the rather difficult final mission of *Jedi Knight*. When Jerec runs into his tower to replenish his life energy, follow him up. Stand directly underneath him while he is recharging in the sphere, making sure your back is facing one of the exit slits. What you need to do is drop 20 sequencer charges (it is essential that you drop at least 20... 19 won't get the job done) in the spot where you are standing. Don't move around until you've dropped the last charge, otherwise you'll set them off prematurely and blow yourself up. Back away from the charges through the exit slit, and wait until Jerec leaves his recharging sphere. He'll soon feel the power of the force!

This strategy will also work against Boc (the Jedi that uses two light sabers). In the center room, keep blinding him with your Force Blind but stay still, laying charges until you've got enough of them stacked up. Then back away, keeping the charges between you and Boc. Stop blinding him and he'll start jumping toward you again. When he tries to get past the charges, he will set them off. One problem with using this on Boc is the chance that while he is blinded he will randomly jump toward you, blowing you both up in the process. Of course, using this strategy on Boc will use up your charges so you can't do the same to

When your bluster and light saber just aren't enough to get the job done, turn to your supply of sequencer charges to beat the tougher adversaries in *Jedi Knight*.

Cheater's Corner

TEST DRIVE 4

To get these cheats to work, go to the Save Game screen, select slot 10, type in the code and press ENTER. If you hear a horn sound, you will know that the code has been entered correctly. Multiple codes can be used. In a LAN game, everyone must use the same codes or the game may crash.

[redacted]	All collisions are turned off
[redacted]	No computer controlled cars during LAN racing
[redacted]	No 3D collisions, but cars will still spin if hit
[redacted]	Unlocks all cars
[redacted]	Unlocks all tracks
[redacted]	Very bizarre effects while racing
[redacted]	Very large cars
[redacted]	Very small cars
[redacted]	Turn hyperspeed on
[redacted]	Turn hyperspeed off
[redacted]	Top down camera view
[redacted]	Turns your horn into a turbo boost

On top of all the neat features that we know about (like this new immolation spell) *Hellfire* has a few undocumented treats for *Diablo* dungeoneers.

Jerec... you'll have to decide which one you would like to take out.

—Chris Chao, *Pacific Palisades, CA*

It's always nice to hear from the demolition experts that make up our readership. For your bang-up advice, we are awarding you our Tip of the Month award. When the package arrives at your door, just ignore the ticking sound.

Diablo: Hellfire

Here's how to get some added fun out of *Hellfire*, Sierra's fantastic add-on for *Diablo*. Create a new Notepad document and type:

COWQUEST;THEOQUEST;BARDTEST; MULTITEST;BARBARIANTEST

Make sure it is all one line and that you put the semi-colon between each. Save the file with the name of "command" in your *Hellfire* directory.

COWQUEST — Enables the Cow Quest (Jersey's Jersey). It prevents you from obtaining the Auric Amulet but lets you find the Bovine Plate.

THEOQUEST — Enables the Little Girl's Quest. As a reward you will receive a magical (non-unique) ring.

BARDTEST — Gives you a new character class. The Bard, who looks just like the Rogue, can use two weapons simultaneously to double your damage.

MULTITEST — Enables multi-player across networks and modems. It is not compatible with battle.net, and you can't access the new dungeon levels.

BARBARIANTEST — Gives you a new character class. This only works if you have patch v1.01 installed. The Barbarian looks like the warrior but has a higher strength limit, but with no magic ability.

—Tyler Bosmeny, *Tucson, AZ*

Thanks for tipping us off about the hidden secrets lurking in Hellfire. *We're not sure if Cow Armor is something we really need, but the two additional character classes and multi play ability are a nice added bonus.* **PCG**

The Six Principles of Kick-Ass Online Gaming...

	HEAT.NET™	Mplayer™	Internet Gaming Zone™
1. Pits you against Live, Blood-thirsty competition	X	X	X
2. Fast, Free Gameplay on all Games	X		
3. Gives away $20,000 worth of prizes per week	X		
4. Ability to play any IPX compatible game	X		
5. Crazy CEO who wagers his frequent player points against users	X		
6. A place for Grandma's to play Cards		X	X

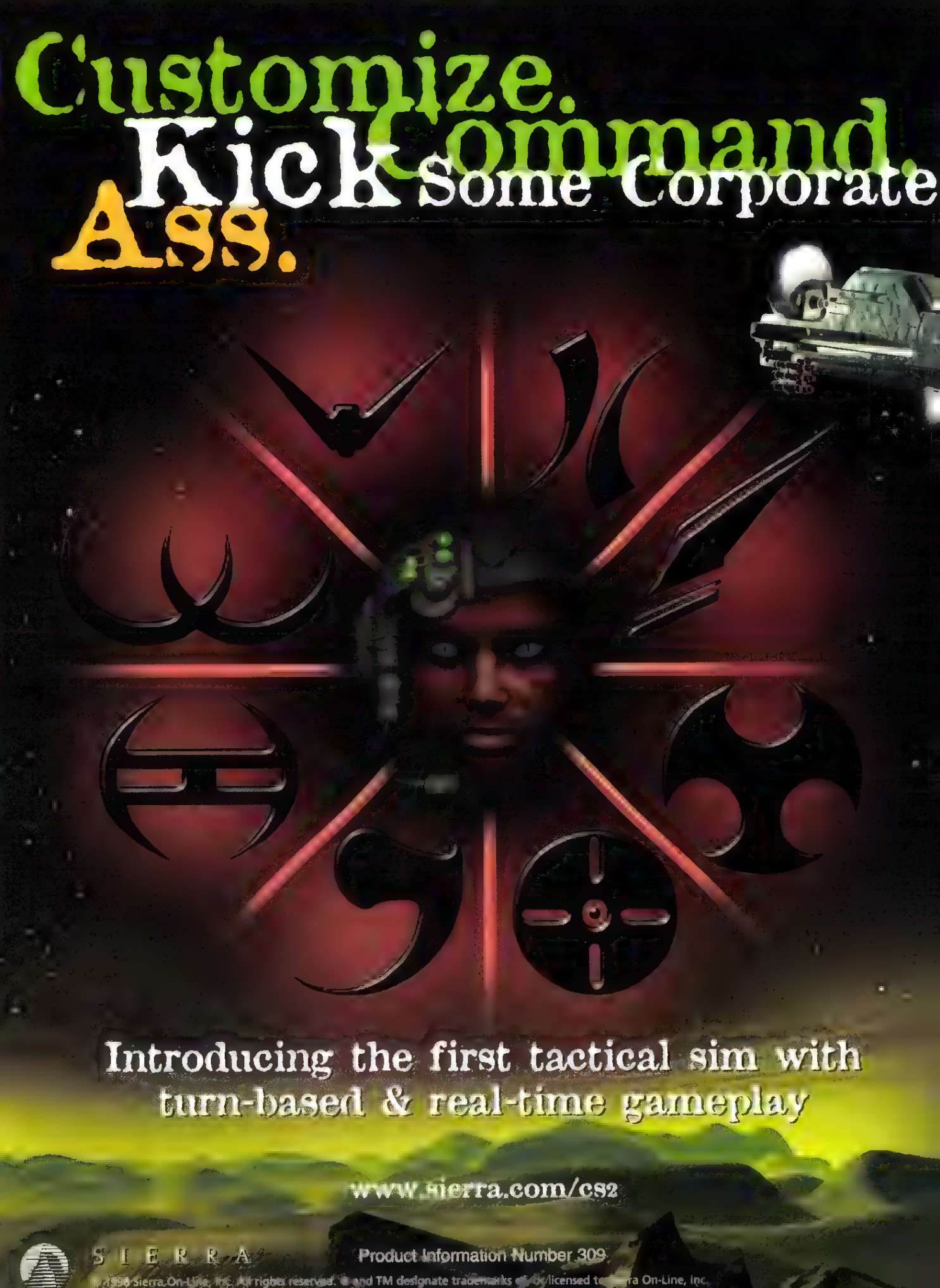
ONLY ON

HEAT.NET

Imagine Games Network

©1998 SegaSoft Networks Inc. HEAT.NET is a trademark of SegaSoft Networks Inc. Mplayer is a trademark of Mplayer Networks Inc. Internet Gaming Zone is a trademark of Microsoft Corporation.

Customize. Command. Kick some Corporate Ass.



Introducing the first tactical sim with turn-based & real-time gameplay

www.sierra.com/cs2

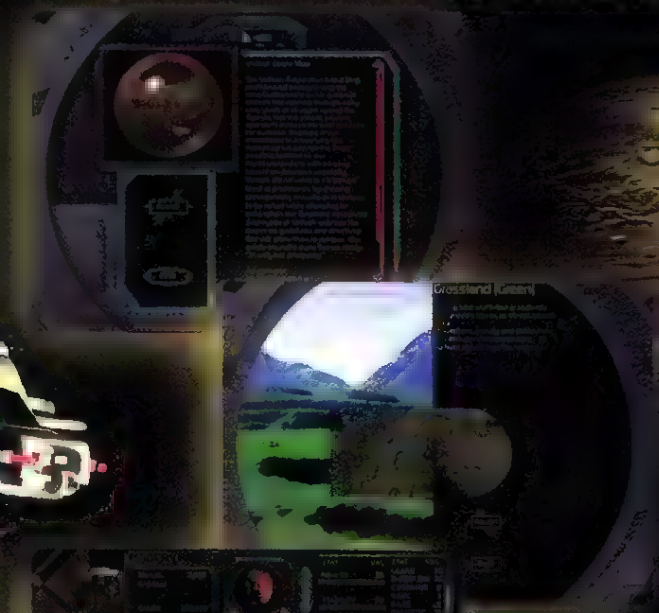
SIERRA

Product Information Number 309

©1998 Sierra On-Line, Inc. All rights reserved. ® and TM designate trademarks of, or licensed to Sierra On-Line, Inc.

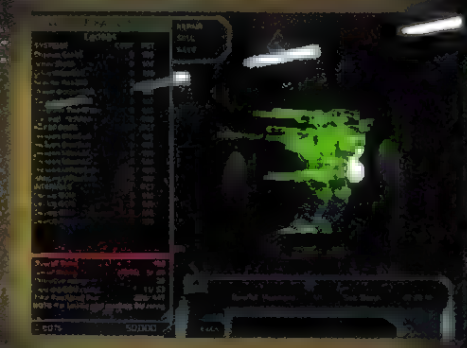
Choose your corporation and mission.

Eight galactic powers, each with strategic advantages and disadvantages, fighting in richly-detailed missions or randomly-generated campaigns with infinite replayability.



Design & grow your Bioderms.

Customize your pilots to match your favorite battle tactics.



Customize your vehicles.

Awesome HERCs, Grav Vehicles, Tanks. 27 chassis with over 300 devices and weapons.

Kick ass!

Enemy forces are configured on the fly, so every opponent you face is always different.

Choose your planet and terrain.

Then play a campaign or link with up to 7 others and play over the Internet.

Looking for depth?

Cyberstorm 2 is the ultimate game of mass destruction and total control —for gamers who love deeply-layered strategic warfare.

It's the year 2044. In the Typhoeus system, a newly-discovered jumpgate will allow massive expansion and wealth to the corporation that controls the gate. Eight corporations will fight for this right... only one will succeed.

CYBERSTORM 2

CORPORATE WARS

LETTERS

This month, dear readers, we've got a complaint: Your letters are becoming entirely too sane. We miss the incoherent rants of days past; We didn't print 'em (well, not often, anyhow), but they sure brought a smile to our faces. There's nothing better than getting a letter from someone who rambles on about a game and then fails to name the title! So start breaking that Prozac in half and write us!

Let's Hear From You!

Write to:
PC Gamer Letters
Imagine Publishing
150 North Hill Dr.,
Brisbane, CA 94005

or E-mail to:
peeceegee@aol.com
www.pcgamer.com

Seeing Red Baron II

I am a World War One aviation buff, so naturally I am a fan of the original *Red Baron* by Dynamix/Sierra. In fact, this great game was the reason I shelled out the dough to buy a computer four years ago. You can imagine my excitement when I heard that a sequel to this legendary game was in the works. Well, after two years of giddy anticipation and flying *Red Baron II* for a month, I would like to say that this sim is a huge disappointment. The original Baron von Richthofen would be as red with disgust as I am. I've crossed my Blue Max that the promised patches will fix this game and make it worthy of its namesake.

This led me to think back several months to the article run by *PC Gamer*, when you printed how wonderful this game was expected to be and that it was possibly going to be better than the original. I then started to think bad thoughts about you guys being in bed with Sierra (imagine the icky visuals!), and I wondered how glowing your review of this much-less-than-perfect game would be.

Well, shame on me! After reading the April review of *Red Baron II*, I have to say you guys didn't pull any punches! This was a brutally honest review, and I agree with it 100 percent. You covered all my gripes (wandering around for a fight; no time-compress shut off when you encounter the enemy; no 3D support; and most of all no Mission Recorder) and, in a fair manner, pointed out the few positives (virtual cockpit; sound; and damage modeling). You were absolutely correct in giving it a lower rating for not living up to the legacy of the original. You have proved to me that *PC Gamer* is an "Ace" magazine that can be trusted. Thanks for being there and keeping us readers informed. May your landings always be three-pointers!

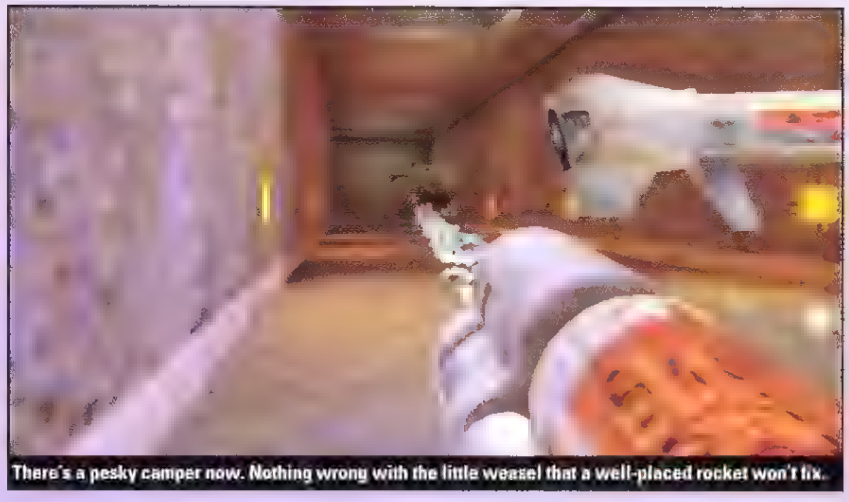
—L.F. Vasser, *via the Internet*

Camping Out

I've been an avid deathmatcher since the early days of *Doom*, and Dennis "Thresh" Fong's article on camping really struck a nerve. Playing a game like *Quake* or *Quake II* one-on-one against the game's AI is one thing, but playing it against other people is completely different. The aspect I enjoy most is the diversity other people bring in — you have to admit it would get pretty boring if everyone played exactly the same way. While it's true camping doesn't require much skill, it does add to the overall experience. Nothing pisses me off more than to get fragged by some camper right after respawning, but then again, nothing is more enjoyable than to put a well placed rail-slug up his ass. So, let the campers play their way — they never win, anyway.

—James "nemesis" Summerlin, *via the Internet*

Well, James, we're with you in part — campers never win, campers that hover over respawn points are the worst of the lot, and they're really fun to kill. But ultimately, staking out a place where you know you'll get a few surprise-kills — but not enough to win — is a cowardly tactic that hints at a pathetic, petty personality. We don't hate campers since their behavior is undoubtedly involuntary, the result of deep-seated psychological problems. But we sure wish they'd go away and stop spoiling the fun.



There's a pesky camper now. Nothing wrong with the little weasel that a well-placed rocket won't fix.

In Support of Thresh

I am writing in response to Jehan Jaleel's letter in the April issue. In my opinion, Dennis Fong, a.k.a. Thresh, is more than qualified to write a column about 3D gaming in your magazine. Any person can learn writing skills, but very few people have the skill Thresh has at 3D gameplay. His writing skills shouldn't really be an issue, since he's writing a column about playing games. A gourmet chef would be allowed to write a cookbook, so Thresh should be allowed to write a column in your magazine. Thresh's masterly skill makes him one of the people who actually should be writing a column about games, and I'm sure the mass of gamers who've been fragged by Thresh would agree.

—Jeff Spelis, *via the Internet*

Conspiracy Theory No. 1

Well, I'm sad to say it, but you've disappointed me, *PC Gamer*. The main selling point of your magazine (for me, at least) is the in-depth reviews that don't bow down to any developer or publishing

house, no matter how powerful or glorified or monopolistic (read: Microsoft) I have also read in your magazine that you dislike long delays in game development and anything that contributes to these delays. Who doesn't? So imagine my surprise when I saw that your web site not only missed a developer's amazing laziness, but aids and abets that developer in avoiding work on an upcoming game!

Let me give you a little background: Coconut Monkey has been acknowledged by the world media as the most influential marsupial in the games industry...ever! Gamers could easily understand that he made his line of freeware games to hone his brilliant game design skills. We have camped out by our mailboxes and at your web site to hear the latest news on his upcoming game, *Gravy Trader*, which promises to revolutionize the real time strategy genre — *revolutionize*, mind you, the way *Dragon's Lair* revolutionized the action game genre, *Outpost* revolutionized the strategy genre, and *Myst* revolutionized the adventure genre.

Imagine my horror when I find your web site giving front-page coverage to Coconut Monkey's new Tapestry of Injustice level pack for *Quake II*, a project which, without a doubt, took him away from his God given mission: to complete *Gravy Trader*! Admittedly, Tapestry of Injustice was a stroke of genius — id Software should have hired CM as chief level designer a long time ago. Nevertheless, *Gravy Trader* should be Coconut Monkey's sole purpose in life from now until it is completed! And you kept him from working on it and knowingly delayed the best computer game of all time! Shame on you, *PC Gamer*...duping a brilliant but easily misled developer like Coconut Monkey. He had no hope of defending himself... he has no hands!

—Ryan Barrett, *via the Internet*

*Actually, Ryan, you couldn't be more wrong. Coconut Monkey is not a marsupial. He is a rare hybrid of the colorful Old World Mandrill (*Papio sphinx*) and the seed of the coconut palm (*Cocos nucifera*, the species of palm tree most important to world commerce). His official taxonomic designation is* Cocos mandrilla, *but most coconut monkeys prefer to be thought of simply as primates.*

Drive-Bys in the World Wide Hood

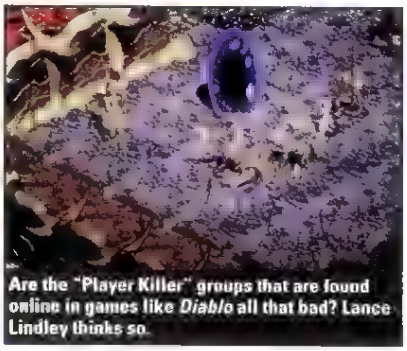
Sociologists, moralists, and religious zealots have long been targeting computer games as instigators of violent human behavior. These people are, of course, mostly non-gamers and therefore they arguably know not of what they speak.

I, on the other hand, am in the category of ultra hard-core gamer, computer gaming ranking first in time consumption among things I don't get paid for. My belief is that computer games don't compel; they reveal. I think we can learn a lot about ourselves by examining the things we like to do for recreation

So, *Doom* taught me that given a choice of recreational activities with full impunity, a huge segment of the population — myself included — would choose killing. Then games like *Carmageddon* and *Postal* demonstrated that a large-enough-to-be-profitable segment of the market prefers not monsters, but the innocent and helpless as their targets of choice.

Now, it seems that Internet gaming is proving that what people really want to do is kill something that knows it's being killed. After a solid six months of play on battle.net and the Internet Gaming Zone, I've become convinced that if there were a way to make the other human player hurt when you killed his character, PKs (Player Killers, for the uninitiated) would overwhelmingly choose that option. Instead, PKs have to settle for really, really annoying another person by interfering with their gameplay in order to feel like they have a little power in their lives.

Don't try to tell me that it's all about the challenge of facing a live, thinking opponent mano-a-mano, because the vast majority of PKs are cheats and hacks who have not only made their characters invincible, but also tend to prefer sneak attacks



Are the "Player Killer" groups that are found online in games like *Diablo* all that bad? Lance Lindley thinks so.

and "drive-by" PKing over any sort of honest duel.

As a result, drop into just about any online game, and you'll find "guilds" running the entire planet. Some are dedicated to PKing (for example, collecting ears in *Diablo*) and others are anti-PK societies, which post "bounty lists" on their Internet home pages and pledge to protect each other online.

What this seems to indicate is that most Internet gamers — the majority of which are suburban white males — deep down want to be urban gangstas.

PK can be a part of any game. It's obviously the point of deathmatches, and it certainly should be a part of adventures and roleplaying games, because it adds a frontier-town sense of danger that is usually appropriate to the world in which the game takes place. But invincible cheaters and those who are bent on PK without logic or provocation chase those interested in playing the actual game into setting up password-protected games that only their friends can join. Sadly, that ruins one of the greatest aspects of online gaming: meeting new people from all over the world in a sort of alternate universe where you can be who you want to be.

How odd and ultimately disappointing that, given that choice, so many people want to be absolute assholes.

—Lance Lindley, *Yokohama, Japan*

You make some very good points, Lance — but it's possible you're thinking too much. Where you go wrong is in suggesting Player-Killers represent "most Internet gamers." They just seem to outnumber gamers out for an honest good time because the PK phenomenon is so damned annoying.

PCG

READERS RESPOND to Violent Ads in *PC Gamer*

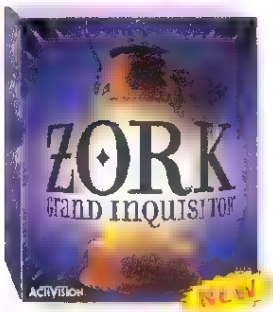
In your April 1998 issue, John R. Rau said that a vast majority of your readers did not want to see the violent ads in your magazine. Does he have facts to back this up? Or did he just state that to try and pressure you in making a decision about ads? If he did do a survey, he sure as hell didn't ask me. I quite enjoy some of your violent ads. I really liked the ad for *Redneck Rampage* where the calf was tied to the barrel of dynamite with the fuse lit. Anyway, it is not your fault that the ads are violent — if Mr. Rau wants to stop the violent ads, he should be writing to the gaming companies that are putting them out.

—James Foran, *Canada*

This is in response to John R. Rau's letter in your April issue where he basically threatens to move on to another magazine if you continue displaying "disturbing advertisements" in your magazine.

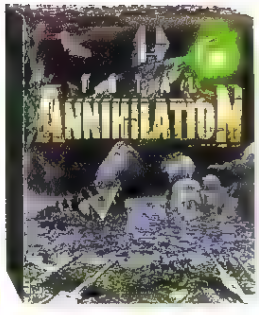
I also agree that some of the advertisements for computer games are inappropriate, but I do not see why this would drive someone from reading your magazine. Sure, the ads are not pleasing to look at, but I do not hold you responsible. John claims that he is "forced" to view these articles in your magazine. That would be like threatening the local software store that they would lose my business if they "forced" me to look at these same images from boxes displayed on their shelves. These advertisements are a fact of life — no one has to like them. But if John thinks he is going to find another magazine without them, he is sadly mistaken. I read three other PC magazines (*PC Gamer* is by far the best!), and these same advertisements are in those also. Let's face it: we are stuck with them.

—Randy Millard, *via the Internet*



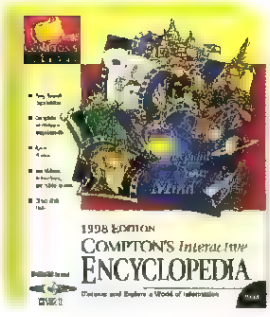
Zork Grand Inquisitor
Adventure 5137104
Pent90 16mb

Blade Runner
Advent 5134309
Pent90 16m



Total Annihilation
Strateg Game 5130405

WarCraft Battle Chest
Strateg Game 5123807



Compton's Interactive Encyclopedia '98
Genera Reference 5126800
WC Pentium

THE GREAT $4.95 CD-ROM DEAL

NEW **Balls Of Steel** 5143805
Arcade Style Pentium 16mb

Police Quest SWAT 2 5141304
Adventure, Pent90 16mb

Police Quest Collection 5115902
Adventure, DOS

NEW **Curious George Learns Phonics** 5143706
Children's Education, WC Pentium 12mb

Reader Rabbit's Kindergarten 5140009
Children's Education WC

Net Accelerator Deluxe
Home Personal Suite 5143201
WC

NEW **Front Page Sports: Trophy Rivers** 5141809
Sports Pentium

NEW **Front Page Sports: Ski Racing** 5141700
Sports Pent90 16mb

Nightmare Creatures 5135207
Arcade Style Pent133 16mb

Logic Quest 5110200
Children's Ed WC Pentium

Calendar Creator 5.0 5141601
Home/Personal

The 11th Hour 5054309
Interact Game, DOS

Road Trips Door To Door 1998 Edition 5134507
Travel 16mb

Birthright 5134804
Role Playing DOS Pent90 16mb

NEW **Interactive Reading Journey (Grades 1-2)** 5142401
Children's Education, WC

NEW **Interactive Reading Journey (Grades K-1)** 5142500
Children's Education, WC

Math For The Real World 5138904
Children's Education WC

Pod 5108709
Arcade Style, Pent120, 16mb

Freddi Fish 2: The Haunted Schoolhouse 5093406
Children's Entertainment WC

Quake 5097902
Arcade Style, DOS Pentium

Shadow Warrior 5118906
Arcade Style, DOS Pentium, 16mb

Leisure Suit Larry Collection 5116009
Adventure DOS

NEW **Math Journey (Grades 1-3)** 5142302
Children's Education WC

Print Artist Platinum
Home Personal Suite 5139605
P

Phantasmagoria: A Puzzle Of Flesh 5102801
Adventure, Pentium 12mb

Phantasmagoria 5004502
Interact Game DOS

Oddworld: Abe's Oddysee 5130505
Arcade Style DOS Pent133 16mb

Mechwarrior 2 Mercenaries 5091905
Arcade Style DOS J

NEW **Mechwarrior 2: The Titanium Trilogy** 5142203
Arcade Style Pent100 16mb

iF-16 Fighting Falcon 5135702
Flight Simulation DOS Pent120 16mb

iF-22 Raptor 5134606
Flight Simulation, Pent90, 16mb, J

Kindergarten Blaster 5128400
Children's Ed WC

Sabre Ace: Conflict Over Korea 5132501
Flight Simulation Pent133 16mb

Aces Collection Series 5132600
Flight Simulation DOS 16mb

Red Baron II 5139407
Pent90 16mb J

NASCAR Racing 2 5104609
Driving Sim DOS 16mb

Graphics Converter 5120506
Home Personal WC

The 7th Guest 5004700
Interact Game Pentium 16mb

War Inc. 5136106
Strategy Game, DOS, Pent90, 16mb

Soda Off-Road Racing 5134903
Driving Simulation Pent90 16mb

Duke Nukem 3D: Atomic Edition 5105804
Arcade Style, DOS

Betrayal In Antara 5116900
Role Playing DOS, Pentium 16mb

Blood 5115100
Arcade Style DOS 16mb J

Super Solvers Spellbound 5111901
Children's Ed WC

Civil War Generals 2 5141403
Strategy Game

Spell It Deluxe 5125901
Children's Education WC

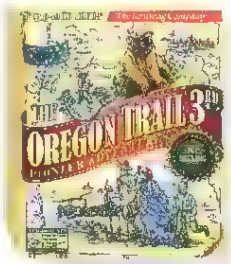
NEW **Interstate '76 Arsenal** 5142609
Arcade Style, Pent90 16mb

Driver's Education '98 5139209
Driving Simulation Pentium 16mb

Backyard Baseball 5135306
Sports WC, Pentium 16mb

Twinsen's Odyssey 5123500
Adventure DOS Pent90

WinDelete '97 5132204
Utilities



Oregon Trail 3rd Edition
Home Educational 5139001
Pent90 16mb

You Don't Know Jack: Movies 5127006
Game Show Trivia WC

NEW **You Don't Know Jack: TV** 5141106
Game Show Trivia WC 16mb

You Don't Know Jack: Sports 5127105
Game Show Trivia, WC

Shivers Two: Harvest Of Souls 5110002
Adventure WC 12mb

The Time Warp Of Dr. Brain 5106307
Children's Ed., WC

The Roberta Williams Anthology 5107206
Adventure, DOS

Sub Culture 5130703
Arcade Style Pent90 16mb

3D Ultra Pinball: The Lost Continent 5137302
Arcade Style WC, 12mb

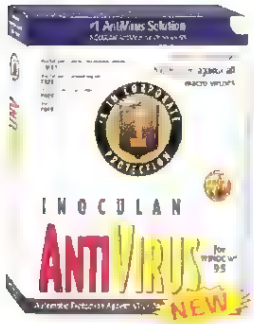
How To Select CD-ROMs For Your System.

All selections are available for PC only. ***Unless otherwise indicated, minimum system requirements are Windows '95 operating system,*** a 486/66 processor with 8mb RAM, SVGA display, sound card 200mb hard drive, double speed CD-ROM drive, mouse and keyboard DOS titles will run in Windows '95 DOS mode Where indicated J=Joystick, P=Printer, Pent=Pentium and WC=Windows '95 Compatible selection

For faster service, use your credit card and call us toll-free 24 hours a day.

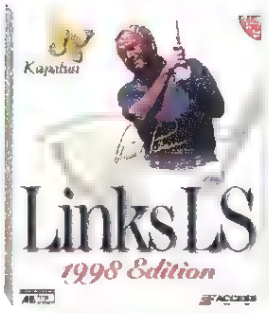
1-800-792-1000 Dept. NJ6

COLUMBIA HOUSE CD-ROM DIRECT

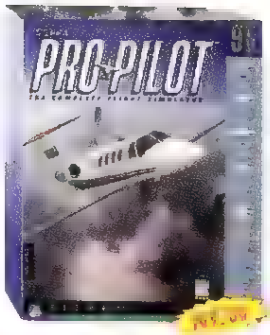


Inoculan Antivirus
Home Persona 5141205

You Don't Know Jack XXXL: Huge
Game Show Trivia 5126909
W



Links LS 1998 Edition
Sports 5121702
Pent90 16mb



Sierra Pro Pilot
Flight Simulation 5141007
Pent90 16mb

Dark Reign
Strategy Game 5129200

TAKE ANY 2 CD-ROMs FOR $4.95 EA.

PLUS 1 MORE AT GREAT SAVINGS! (See details below.)

Lords Of Magic 5139704
Strategy Game, Pent90, 16mb

Berlitz Spanish 5138508
Language Tutorial WC 16mb

Netstorm: Islands At War 5132907
Strategy Game Pent100 16mb

NEW **Air Warrior III**
Flight Simulation Pent133 16mb J 5140801

Command And Conquer: Red Alert 5105101
Strategy Game DOS, Pentium

NEW **Command & Conquer: Sole Survivor** 5143003
Arcade Style Pent90 16mb

Broken Sword 5137203
Adventure Pentium 16mb

NEW **Family Heritage Deluxe** 5143409
Home/Personal WC

Lords Royal Collection 5137401
Strategy Game DOS

NEW **Internet Cyber Patrol** 5142104
Internet Guide WC

Mageslayer 5130604
Arcade Style Pent90 16mb

NEW **Power Chess '98** 5141502
Strategy Game, Pentium, 12mb

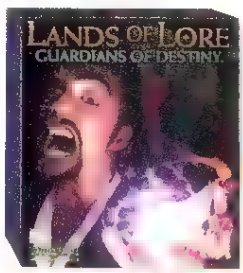
Jumpstart Kindergarten '98
Children's Education 5135108
WC

Jumpstart 5th Grade 5135009
Children's Ed WC

Jumpstart Typing 5140108
Typing Tutor, 16mb

Jr. High School Success 5128509
Children's Education WC

Heavy Gear 5132709
Arcade Style
Pent100 16mb



Lands Of Lore: Guardians Of Destiny 5129309
Adventure

PhotoFinish 4.1 5138300
Home Personal WC 16mb

3-D Ultra Mini Golf 5115209
Sports, WC

Uninstaller 5126107
Utilities

Outpost 2: Divided Destiny 5129101
Strategy Game
Pentium 16m

The American Girls: Premiere 5130901
Children's Ent. WC

A whole new way to get the most exciting CD-ROMs – games reference edutainment and more – all at great prices. Just write in the numbers of the 2 CD-ROMs you want for $4.95 each, plus shipping and handling. In exchange, you agree to buy 4 more CD-ROMs in the next 2 years, at our regular prices (currently as low as $29.95, plus shipping and handling) – and you may cancel membership at any time after doing so. What's more, you can get one more CD-ROM right now for the low price of $19.95 and have less to buy later (see complete details in coupon).

Free CD-ROM magazine sent approximately every 4-6 weeks (up to 13 times a year) reviewing our Featured Selection – plus scores of alternate choices, including many lower-priced CD-ROMs. And you may also receive Special Selection mailings (up to four times a year. (That's up to 17 buying opportunities a year.)

Buy only what you want! If you want the Featured Selection, do nothing – it will be sent automatically. If you'd prefer an alternative selection, or none at all, just mail the response card always provided by the date specified. You'll always have 10 days to decide, if not, you may return the selection at our expense.

Money-Saving Bonus Plan. If you continue your membership after fulfilling your obligation, you'll be eligible for our generous bonus plan. It enables you to enjoy great savings on the CD-ROMs you want – for as long as you decide to remain a member.

10-Day Risk-Free Trial. We'll send details of how Columbia House CD-ROM Direct works along with your introductory package. If you're not satisfied, return everything within 10 days at our expense for a full refund and no further obligation.

Act now, membership in CD-ROM Direct may be limited.

Check us out online! For more titles...to order...or for more information
http://www.columbiahouse.com/cdrom

Columbia House CD-ROM Direct

Dept. [illegible] Danbury, [illegible]

Yes, [illegible] CD-ROMs for just $4.95 each. [illegible]

Important! All selections are available for PC only.

Send me these 2 CD-ROMs for just $4.95 each plus $1.75 each shipping/handling (total $13.40) # # #

Buy your first selection now and have less to buy later!

☐ Also send my first selection for $19.95 plus $1.75 shipping/handling which I'm adding to my $13.40 payment (total $35.10). Then I need to buy only 3 more (instead of 4) in 2 years. #

Please check how paying: ☐ My check is enclosed (KSY/KS1)

Charge my introductory 2 CD-ROMs and future CD-ROM Direct [illegible] (KSZ/KS)

☐ MasterCard ☐ Diners Club ☐ AMEX ☐ VISA ☐ Discover

Account Number _____ Exp. Date _____ Signature _____

My main CD-ROM interest is: (check one) Note: You are always free to choose from any category.

☐ Entertainment ☐ Education (includes children's titles) ☐ Edutainment ☐ Productivity

Name _____ Phone (_____) _____

Address _____ Apt _____

[illegible]

Get Real.

To play with the best online, you gotta have speed, reflexes, awesome timing... and the right equipment. DWANGO® puts you in today's hottest games like QUAKE II™ with high speed, consistent data transfer that makes real-time interactive multiplayer competition a reality. No delays. No waiting. Always 24-hour access to the action.

Real games. Real fast. Real time.

Get www.dwango.com.

And get after it.

DWANGO®

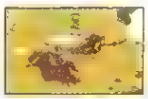
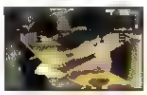
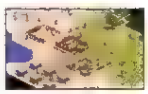
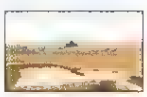
the ultimate real-time competition.

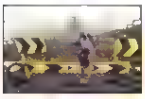
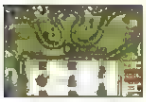
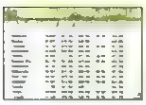
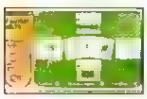
QUAKE® is a registered trademark and QUAKE II™, id Software™ and the id™ logo are trademarks of id Software, Inc. QUAKE II™ © 1997 id Software, Inc. All Rights Reserved.

Product Information Number 187

REVIEWS INDEX

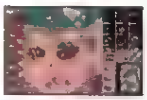
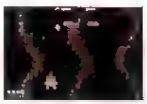
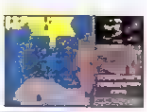
THE PC GAMER GAMES REVIEWS INDEX

TITLE	ISSUE / PAGE	CATEGORY	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	RATING	EDITORS' CHOICE
20th Century Trivia Challenge	December '97 p. 192	Trivia	Sir-tech Software, P.O. Box 245, Ogdensburg NY 13669 (800) 447-1230	Some good questions; pretty interface.	British questions and humor will be lost on U.S. audiences; questions and video clips repeat quickly.	Not worth your time or money, even if you are British. It's just plain bad	23%	
3D Ultra Pinball	February '98 p. 178	Pinball	Sierra, 3380 146th Place, S.E., Bellevue WA 98007 (800) 757-7707	Beautiful graphics, nice prehistoric setting.	Too goal-oriented; takes the fun out of pinball; shareware-style games; story line doesn't work.	Sierra tried to expand the pinball genre, but instead it took the fun out of it.	45%	
7th Legion 	January '98 p. 301	Strategy	MicroProse, 180 Lakefront Drive, Hunt Valley, MD 1030-2245 (510) 522-1164	Fast-paced action; nice graphics and music; a few innovative concepts.	Poor AI; limited units; no alliances in multiplayer; even innovative concepts aren't good.	There are much better real-time strategy games to spend your money on.	66%	
Achtung Spitfire 	December '97 p. 268	Wargame	Avalon Hill, 4517 Hartford Rd., Baltimore, MD 21214 (410) 254-9200	Stirring battles, rich historical context, an elegant interface, involving campaign mode.	If you're used to flying hi-tech sims, you may find this concept too abstract.	A remarkably intelligent design that captures the essence of WWII aerial tactics.	85%	
Age of Empires 	December '97 p. 240	Strategy	Microsoft, 1 Microsoft Way, Redmond, WA 98052-6399 (800) 429-9400	Intuitive interface, attractive graphics, robust map editor.	Annoying artificial intelligence, lots of micromanagement.	It's a clone of *WarCraft II*, but *AofE* is a sound and enjoyable real-time strategy game.	86%	
AHX1 	February '98 p. 177	Action	GT Interactive, 16 East 40th St., New York, NY 10016 (800) 434-2637	May help chopper pilot wannabes ease into more righteous sims.	Choppy graphics; no 3D card support; no multiplayer; unsatisfying gameplay.	Like that old song always said, "Sim and action DNA just don't splice."	38%	
Air Warrior III	May '98 p. 92	Simulation	Interactive Magic, P.O. Box 13491, Research Triangle Park, NC 27709 (800) 789-1534	Improved graphics; 3D acceleration; tons of missions; force-feedback support; refined AI.	Solo games feel lifeless compared to multiplayer games; $9.95 a month to play online.	One of the best historically accurate air combat sims on the market.	86%	

TITLE	ISSUE / PAGE	CATEGORY	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	RATING	EDITORS' CHOICE
Andretti Racing 	March '98 p. 112	Racing	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404 (800) 245-4525	Indy and stock cars; nice track selection; customizable, fun multi-player game	Lots of draw-in; control suffers when too much is happening on the screen.	Arcade racing fans and even die-hard sim fans can have a lot of fun with this.	84%	
Armed and Delirious	May '98 p. 133	Adventure	Sir-Tech, Ogdensburg Bus. Center, Suite 2E, Ogdensburg, NY 13669 (800) 447-1230	The five CDs worth of graphics are top of the line.	The interface needs major work. The puzzles are crap.	The threadbare plot proves there really is such a thing as too much weirdness.	31%	
Armored Fist 2	January '98 p. 309	Action	NovaLogic, 26010 Mureau Rd., Calabasas, CA 91302 (818) 880-3444	Good tutorial voice-over. Fun as an action game for a little while. Small, repetitive battles	Annoying controls. No realism. Chunky terrain and framerates to match.	Not fun as either sim or action game, *AF2* shows little attention to detail.	34%	
Avery Cardoza's 100 Slots 	May '98 p. 129	Simulation	Cardoza Ent., 591 Camino de la Reina, Suite 728, San Diego, CA 92108 (800) 577-8467	Excellent variety; great layout of a PC slot machine.	A slots-only sim is narrowly focused; these machines aren't actually used in casinos.	A fine sim of slot machines that is an excellent addition to any casino collection.	75%	
Baseball Mogul 	December '97 p. 255	Sports	Infinite Monkey Systems, 21 Burr Ave., Middletown, CT 06457 (888) 226-6485	A new perspective on baseball. Actual players depicted. A clean sharp design.	Actual MLB team names are not used. Very few bells and whistles. No hard-copy manual.	You'll learn more about running a baseball team than Marge Schott will ever know.	84%	
Battlespire	April '98 p. 154	Roleplaying	Bethesda Softworks, 1370 Piccard Drive, Rockville, MD 20850 (301) 926-8300	Character design system; level design; multi-player.	Choppy, buggy; doesn't take advantage of Win95 or DirectX support; no 3D support; difficult levels.	Wait until Battlespire is in the bargain bin. Until then, it ain't worth it.	58%	
Beat the House 2 	April '98 p. 153	Casino Simulation	Interplay, 16815 Von Karman Ave , Irvine, CA 92714 (800) 969-4263	Great tutorial and online coach; Sklansky's Poker Challenge is fun.	The Craps game is so bad it's no longer worth playing.	*BTH2* has excellent tutorials, and most of the games are well done, but Craps lovers will be disappointed.	70%	
Birthright: The Gorgon's Alliance	December '97 p. 234	Strategy	Sierra, 3380 146th Place, S.E., Bellevue, WA 98007 (800) 757-7707	Detailed strategy module; different play modes.	Unbalanced, incomplete play elements; poor adventure mode.	This had all the earmarks of a classic strategy game, but its flaws bring it down.	68%	
Blade Runner	February '98 p. 110	Adventure	Westwood Studios, 2440 North Tenaya Way, Las Vegas, NV 89128 (702) 228-4040	Incredible atmosphere; faithful to the movie; lavish production; original gameplay elements.	Branching story means you can miss major scenes; some hokey characterization.	One of the best graphic adventures recently, and certainly the most innovative.	90%	PC GAMER EDITORS' CHOICE
Blood Omen: Legacy of Kain	December '97 p. 242	Action	Activision, 11601 Wilshire Boulevard, Los Angeles, CA 90025 (800) 477-3650	Good playability; great story; lots of variety.	Hard-to-distinguish graphics; monster AI is generally dumb.	An excellent console-style RPG and a definite change of pace from the current crop of action games.	82%	
Boggle	March '98 p. 138	Puzzle	Hasbro Interactive, 50 Dunham Road, Beverly, MA 01915 (800) 997-7455	If you're desperate for a game of *Boggle* and don't have friends, this will probably fill the gap.	Waiting for a game to reload. And waiting. And waiting.	Get yourself a few buddies and play the real thing — you'll have a lot more fun.	34%	

GAMES • GAMES • GAMES • GAMES • GAMES • GAMES • GAMES • GAMES • GAMES

TITLE	ISSUE / PAGE	CATEGORY	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	RATING	EDITORS' CHOICE
Broken Sword: The Smoking Mirror	February '98 p. 142	Adventure	Virgin Interactive, 18061 Fitch Ave., Irvine, CA 92714 (800) 874-4607	Improvements to the interface, graphics, and voice acting over the original.	Some of the puzzles aren't always sensible. The story isn't as thrilling as the first game.	More of the same solid adventure fare found in *Circle of Blood*.	82%	
Byzantine: The Betrayal	January '98 p. 246	Adventure	Discovery Channel, 7700 Wisconsin Ave., Bethesda, MD 20814 (301) 986-1999	Rich, voluptuous graphics combined with a slick interface.	Too many egregiously frustrating puzzles and illogical plot devices, especially if you're a newbie.	It's a game that can't decide what it wants to be, but it sure is pretty.	59%	
C&C: Sole Survivor	April '98 p. 104	Action	Westwood Studios, 3540 West Sahara Ave., Las Vegas, NV 89102 (702) 228-4040	No hourly or monthly charges.	Monotonous, poorly conceived game that is dependent on randomly clicking here, there, everywhere.	Feels like an online only quickie that cashes in on the *C&C* name.	35%	
Caesar's Palace	February '98 p. 185	Simulation	Interplay, 16815 Von Karman Ave., Irvine, CA 92714 (800) 969-4263	The graphics are as good as could be expected.	There's an irritating flaw in every single phase of the program.	If you're curious about getting a quality casino simulation, look elsewhere.	38%	
CART Precision Racing	May '98 p. 137	Simulation	Microsoft, 1 Microsoft Way, Redmond, WA 98052-6399 (800) 429-9400	Realistic driving model; nice graphics; gearheads will love the garage.	Alpine-steep learning curve; presentation lacks pizzazz.	*CART* is the game of choice for all-out realism freaks, but it can be hard for regular gamers to have fun with.	79%	
Chasm	January '98 p. 217	Action	GT Interactive, 16 East 40th St., New York, NY 10016 (800) 434-2637	Nice looking polygonal monsters; some impressive graphic effects.	Bad mouse control; levels are throwback to *Doom*; no Internet support.	With better games on the market, you're better off staying away from this one.	56%	
Chessmaster 5500	February '98 p. 167	Chess	Mindscape, 88 Roland Way, Novato, CA 94945 (415) 897-9900	Every area is outstanding; best graphics, instructional aids, and sound of any chess game.	Er... there's no feature that will automatically order pizza for you.	With the new features, the latest Chessmaster is the best PC chess game you can buy.	94%	PC GAMER EDITORS' CHOICE
Civil War Generals II	February '98 p. 140	Wargame	Sierra, 3380 146th Place S.E., Bellevue, WA 98007 (800) 757-7707	Campaigns cover entire war. Lots of historical detail. Excellent victory system.	Victory system encourages suicidal stands. Underestimates effects of cannon.	Don't compare it to any other games; *CWGII* stands quite well on its own.	86%	
Claw	December '97 p. 230	Arcade	Monolith Productions, 10516 N.E. 37th Circle, Kirkland, WA 98083 (425) 739-1500	Nice animation; 64-player mode is interesting; relatively low gore factor means that the game is kid-safe.	Boring. A rehash of a dead genre.	Buy *Claw* for the kids, but not for yourself.	65%	
Close Combat: A Bridge Too Far	January '98 p. 225	Wargame	Microsoft, 1 Microsoft Way, Redmond, WA 98052-6399 (800) 429-9400	Great new Battlemaker; as personal as you can get to WWII on your PC.	The real-time will turn off wargamers, while the realism will confuse C&C fans. Campaign status is rough	Ready for something new? *A Bridge Too Far* should fit the bill.	88%	PC GAMER EDITORS' CHOICE
Curse of Monkey Island, The	February '98 p. 108	Adventure	LucasArts, P.O. Box 10307 San Rafael, CA 94912 (800) 782-7927	Sharp writing; glorious graphics; madcap humor; voice-acting puts most games to shame.	The "insult-duel" section outstays its welcome by several hours.	If this isn't destined to be a classic, I'll swallow a cutlass.	95%	PC GAMER EDITORS' CHOICE

TITLE	ISSUE / PAGE	CATEGORY	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	RATING	EDITORS' CHOICE
Dark Earth	February '98 p. 121	Adventure	MicroProse, 180 Lakefront Drive, Hunt Valley, MD 21030-2245 (410) 771-1151	Nice animation, environments, logical puzzles; intriguing, well-integrated action. Fuzzy narrative.	Difficulty level and storyline make this game for patient players only.	If you're looking for a classy adventure with a bit of everything, *Dark Earth* is it.	82%	
Dark Reign 	December '97 p.186	Strategy	Activision, 11601 Wilshire Boulevard, Los Angeles, CA 90025 (800) 477-3650	Smarter units; more control options; good multi-play, excellent editor.	Units occasionally make bonehead moves.	*Dark Reign* should have no trouble distinguishing itself from the current flood of WarCraft and C&C clones.	89%	PC GAMER CHOICE
Daytona USA Deluxe	February '98 p. 188	Racing	Sega, P.O. Box 8097, Redwood City, CA 94063 (415) 802-4400	Touched-up graphics and control, three new tracks; inexplicably cool music.	*Daytona* is showing its age; There's no 3D support; clipping and texture problems.	*Daytona* is still a solid racer, but these improvements aren't enough	68%	
Deadlock II: The Shrine Wars	May '98 p. 90	Strategy	Accolade, 5300 Stevens Creek Boulevard, San Jose, CA 95129 (800) 245-7744	It's big and deep and turn-based.	Micro-management requirements may overwhelm some players; the interface is baroque.	If you liked the original, you'll find more to like; if you hated the original, you'll find more to hate.	77%	
Demonstar 	May '98 p. 122	Arcade	ionos, Inc., 7944 East Beck Lane, Suite 240, Scottsdale, AZ 85260 (602) 607-3785	Delivers the button-mashing adrenaline rush found in classic arcade games.	The motherships at the end of each mission are too easy to beat. Lack of level variety.	*Demonstar* is an intense, blood-pumping shooter with arcade flavor.	79%	
Descent to Undermountain	April '98 p. 125	Roleplaying	Interplay, 16815 Von Karman Ave., Irvine, CA 92714 (800) 969-4263	Excellent incorporation of the AD&D Forgotten Realms campaign setting and rules.	Poor graphics; poor engine; poor story, long load times.	It's a good idea gone horribly wrong, then apparently rushed out the door too soon.	40%	
Dilbert's Desktop Games	December '97 p. 207	Arcade	DreamWorks, 640 N. Sepulveda Blvd., Los Angeles, CA 90049 (310) 234-7000	The screensaver isn't bad; remains true to the Dilbert spirit.	The games aren't any fun.	The free versions of Solitaire and Minesweeper on your PC are more entertaining diversions than this.	24%	
Dragon Lore II	December '97 p. 226	Adventure	Interplay, 16815 Von Karman Ave., Irvine, CA 92714 (800) 969-4263	Good plot, characters, music, and visual effects.	Interface from Hell; incomplete and confusing documentation; necessary objects are impossible to find.	Adventure games are enjoying a renaissance; but this shoddy effort isn't part of it.	35%	
Earth 2140	May '98 p. 106	Strategy	Interplay, 16815 Von Karman Ave , Irvine, CA 92714 (800) 969-4263 Cool opening.	Accurate clone of C&C.	Keeping track of your units in dark-terrain, dim-witted pathfinding abilities of units.	Even though it manages to clone C&C, it lacks the fun, intensity, and personality of its inspiration.	77%	
East Front	February '98 p. 148	Wargame	TalonSoft, P.O. Box 632, Forest Hill, MD 21050-0632 (410) 933-9191	Gritty, down-in-the-mud atmosphere; tons of interesting battles.	Plenty of rough edges and a worthless manual.	It's a shaky start for TalonSoft's new line, but a must-have game for any Russian Front fan	78%	
Entrepreneur 	March '98 p. 126	Strategy	Stardock Systems, 17292 Farmington Road, Livonia, MI 48152 (313) 762-0687	Simple interface; good multi-player support; sense of humor.	Often hard to tell why performance of products is up or down; more on-screen advice would be nice.	This is an economics-based game that's easy to get into and fun.	73%	

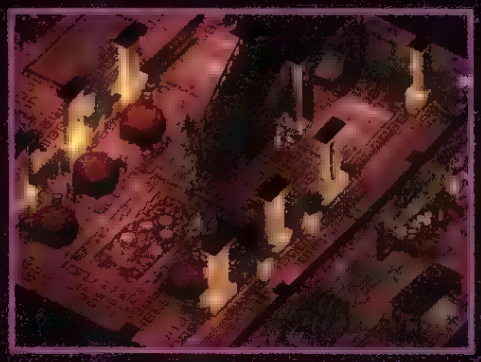
GAMES • GAMES • GAMES • GAMES • GAMES • GAMES • GAMES • GAMES

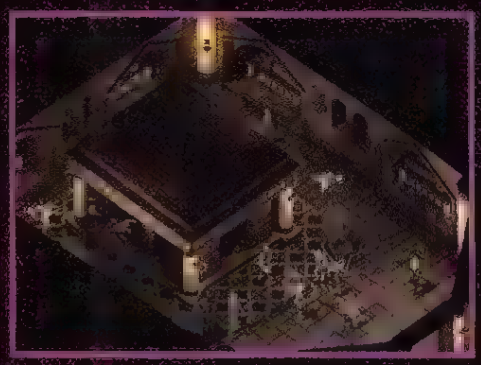
The most anticipated RPG of the year.

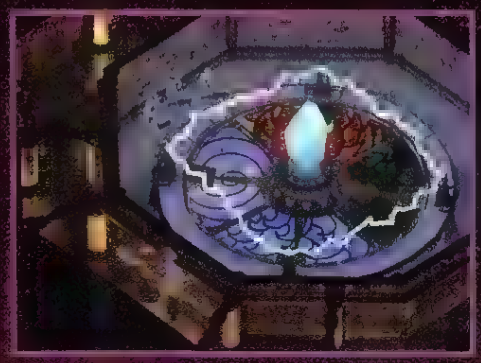
In the FORGOTTEN REALMS®, we've lived through foul pestilence, vicious battles, exorbitant taxes, and even the occasional dragon. But when HE showed up, things really started getting ugly.

Prepare to be immersed into a world of intrigue and mystery on a perilous quest to rescue a storied land from impending war. Even your own soul is at stake as you and a party of adventurers become entangled in a dangerous riddle of betrayed alliances, dark prophecies and murder.

Will you become the unlikely hero of the story, or merely another of its unfortunate casualties? Before you answer, the big guy here might have something to say about it.







- Explore an immense, intricate game world - from cloud-covered mountains & rain drenched plains to dark catacombs & abandoned temples - all meticulously rendered in lush, 16-bit SVGA graphics.
- Invoke more than 100 spells - Freeze enemies with an icy blast from a Cone of Cold, or incinerate them with a searing stream of magical flame.
- Push your leadership skills to the limit as you guide a party of up to six characters, each with a personality that affects gameplay. Don't let your stubborn fighter pummel the arrogant thief - you may need their teamwork in your next battle.
- Create your character from six AD&D® races and 26 different classes and subclasses. You control every attribute, down to skin and hair color, weapons, and armor - all accurately depicted on-screen.

FORGOTTEN REALMS

Baldur's Gate

Coming Soon

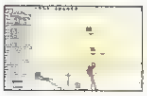
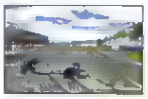
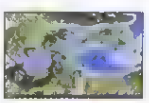
Interplay
BY GAMERS. FOR GAMERS.™
www.interplay.com

BIOWARE®

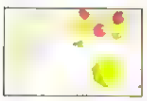
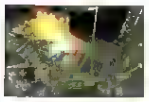
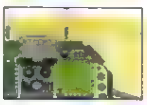
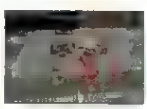
Advanced Dungeons & Dragons®

©1998 BioWare Corp. All rights reserved. BALDUR'S GATE, FORGOTTEN REALMS, the FORGOTTEN REALMS logo, ADVANCED DUNGEONS & DRAGONS, AD&D, the AD&D logo and the TSR logo are trademarks of TSR, Inc., a subsidiary of Wizards of the Coast, Inc., and are used by Interplay under license. Interplay, the Interplay logo and "By Gamers. For Gamers." are trademarks of Interplay Productions. All rights reserved. The BioWare logo is the trademark of BioWare Corp. All rights reserved. Exclusively licensed and distributed by Interplay Productions. All other copyrights and trademarks are the property of their respective owners.

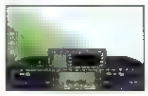
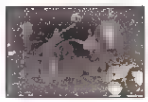
Product Information Number 329

TITLE	ISSUE / PAGE	CATEGORY	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	RATING	EDITORS' CHOICE
Evolution	May '98 p. 75	Strategy	Discovery Channel, 7700 Wisconsin Ave., Bethesda, MD 20814 (301) 986-0444	A refreshingly different kind of game, good graphics; a high level of challenge.	It's extremely complicated to learn and requires a lot of patience.	If the concept appeals to you (and you're not a Creationist), you might just love it.	75%	
Excalibur 2555 AD	February '98 p. 128	Adventure	Sir-Tech Software, P.O. Box 245, Ogdensburg, NY 13699 (800) 447-1230	A handful of good adventure ele ments.	Dreadful combat sequences, claustrophobic levels; protagonist's butt is visible at all times.	Another second-rate console port bites big time on the PC. Sigh.	52%	
F-22 Air Dominance Fighter	April '98 p. 94	Simulation	Ocean of America, 1870 Little Orchard St., San Jose, CA 95125 (408) 289-1200	Detailed, state-of-the-art weapons and defense systems, nifty AWACs mode; gorgeous graphics.	Linear mission structure means frustration and reduced gameplay value; glitches in Direct 3D mode.	A great simulation of a fascinating jet; as much fun to fly as it is to look at.	90%	PC GAMER CHOICE
F/A-18 Korea 	April '98 p. 139	Simulation	Graphic Simulations Corp., 15400 Knoll Trail, #104, Dallas, TX 75248 (800) 580-4725	Good flight modeling. Sharp graphics. Detailed manual and training videos.	Weak features (interface, campaign structure, mission control) carried on from *Hornet 3.0*.	A solid sim with a rich game world and awesome avionics.	86%	
F1 Racing Simulation 	May '98 p. 118	Racing	Ubi Soft, Bridge House Hampton Court, Surrey, England KT89BE (415) 547-4000	Full-featured sim with both realistic and simple modes. Great graphics, frame rates.	Inability to re map the keyboard, all-or-nothing realism modes.	Appeals to both the super-hard-core and the arcade audience at once.	90%	PC GAMER CHOICE
Faery Tale Adventure II	April '98 p. 140	Roleplaying	Encore Software, 83rd Street, Los Angeles, CA 90045 (310) 342-0600	Beautiful graphics; large game world; variety of items, creatures, landscapes.	Annoying and difficult interface, character movement, combat.	If you're a die-hard RPG fan, you might enjoy it. Otherwise, wait for better ones that are in the works	55%	
Fallout	January '98 p. 221	Roleplaying	Interplay, 16815 Von Karman Ave., Irvine CA 92714 (800) 969-4263	Excellent introduction; engaging story line; eerie music and visuals; slick interface.	Movement interface can be a bit creaky. Steep system requirements and occasional bugs.	This sequel to an all-time classic is one of the standout RPGs for the 1990s.	90%	PC GAMER CHOICE
FIFA: Road to World Cup 98	April '98 p. 144	Sports	EA Sports, 1450 Fashion Island Boulevard, San Mateo, CA 94404 (800) 245-4525	Fantastic graphics; addictive multiplayer action; a blast to play.	Something of a steep learning curve; AI falters every now and then.	Quite simply, this is the best soccer simulation on PC.	90%	PC GAMER CHOICE
Final Liberation 	February '98 p. 172	Strategy	SSI, 675 Almanor Ave., Sunnyvale, CA 94086 (800) 601-7529	Excellent gameplay with the feel of the classic table-top system.	Unit graphics are often cheesy. Needs more races.	Quality where it counts — in the gameplay. The campaign game and quick battles are terrific.	86%	
Flight Unlimited II	May '98 p. 102	Simulation	Eidos Interactive, 651 Brannan St., San Francisco, CA 94107 (415) 547-1200	Incredible graphics; realistic flight models; wonderful recreation of air-traffic control.	Emphasis on realistic procedures might bore some; small flying area; steep system requirements	As close as you can get to flying a civilian plane without a pilot's license.	92%	PC GAMER CHOICE
Front Page Sports: Football Pro '98	March '98 p. 112a	Sports	Sierra, 3380 146th Place S.E., Bellevue WA 98007 (800) 757-7707	Improved interface; incredible depth as a simulation; fast sim mode.	Action play is horrendous; presentation is from a bygone era.	If you want a deep and customizable simulation, this is a worthy purchase. Otherwise, forget it.	74%	

GAMES • GAMES • GAMES • GAMES • GAMES • GAMES • GAMES • GAMES

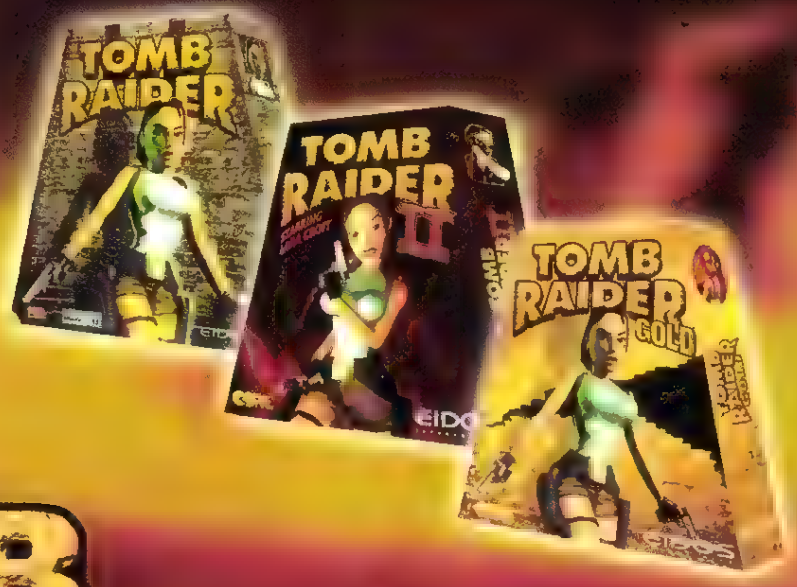
TITLE	ISSUE / PAGE	CATEGORY	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	RATING	EDITORS' CHOICE
Front Page Sports: Ski Racing	May '98 p. 128	Sports	Sierra, 3380 146th Place S.E., Bellevue, WA 98007 (800) 757-7707	Nice selection of ski equipment; good sound effects.	Difficult for beginners; bland graphics; not much event variety.	Even after you get past the steep learning curve, there's not enough excitement to keep you playing.	52%	
Frogger 	April '98 p. 132	Arcade	Hasbro Interactive, 50 Dunham Road, Beverly, MA 01915 (800) 997-7455	Nice graphics; bouncy soundtrack.	Control is terrible. You can't see enough of the levels to make heads or tail of your surroundings.	A definite case against the whole retro-gaming craze	32%	
G-Police 	February '98 p. 160	Action	Psygnosis, 919 E. Hillsdale Blvd., Foster City, CA 94404 (800) 438-7794	Magnificent visual effects! Among the prettiest games available.	Limiting flight model; frustrating missions; no multi-player options.	All looks and no brains may be appealing, but consider yourself warned.	63%	
Galapagos	February '98 p. 158	Action	Anark, 1730 15th Street, Boulder, CO 80302 (650) 572-2787	Revolutionary AI; beautiful game design.	Very short. Serious gameplay drawbacks.	*Galapagos* is a revolutionary piece of software. Unfortunately, it's not a very good game.	61%	
Grand Theft Auto	May '98 p. 136	Arcade	ASC Games, 9 Old Kings Highway South, Suite 301, Darien, CT 06820 (203) 655-0032	Killer music, nonstop action, and bucketloads of violent fun.	No save game feature; no 3Dfx support in Windows 95; missions can be rather difficult.	*Grand Theft Auto* is a fun, antisocial game with a few annoying faults.	84%	
Great Battles of Hannibal	February '98 p. 129	Wargame	Interactive Magic, P.O. Box 13491, Research Triangle Park, NC 27709 (800) 789-1534	Nice graphics; a new and fascinating strategic layer of play.	Some scenes are still very slow to develop; Hannibal is a more specialized taste than Alexander.	Nicely captures the epic, ultimately tragic, curve of Hannibal's career.	85%	
Heavy Gear	March '98 p.120	Action	Activision, 3100 Ocean Park Blvd., Santa Monica, CA 90405 (800) 477-3650	Custom features; good replay value and online support; interesting world.	The bugs and uneven coding aren't critical, but they are a nuisance. Some weak graphics.	Niggling bugs hurt good gameplay, but overall, this is a strong mech game.	82%	
Hexen II	December '97 p. 130	Action	Activision, 11601 Wilshire Boulevard, Los Angeles, CA 90025 (800) 477-3650	Stunning level graphics, textures, monsters, and special effects.	Spotty level design. Too much running around. Some crap puzzles. No automap. Long load times.	A visual treat with plenty of action and killing, but some frustrating gameplay elements.	86%	
iF-16 	March '98 p. 129	Simulation	Interactive Magic, P.O. Box 13491, Research Triangle Park, NC 27709 (800) 789-1534	Good flight modeling and gameplay.	Poor frame rates and mediocre graphics. No Internet play.	An interesting, mostly realistic sim that doesn't quite measure up to the current state of the art.	70%	
Incubation 	January '98 p. 281	Strategy	Blue Byte, 33 S. Roselle Rd., Suite 201, Shaumburg, IL 60193 (800) 933-2983	Good multi-player support; challenging gameplay; good use of 3D graphics.	Infrequent cut-scenes are pretty cheesy; multi-player games could use more variety.	A refreshing, addictive strategy game with charm — on the surface and underneath.	89%	PC GAMER CHOICE
Jack Nicklaus 5	March '98 p. 150	Sports	Accolade, 5300 Stevens Creek Boulevard, San Jose, CA 95129 (800) 245-7744	Improved views and gameplay; course designer is better than ever.	Lack of difficulty levels; slow play by computer golfers.	*Jack Nicklaus 5* is a worthy upgrade to *Jack Nicklaus 4* and a great reason to take another look at this series.	90%	PC GAMER CHOICE

GAMES • GAMES • GAMES • GAMES • GAMES • GAMES • GAMES • GAMES • GAMES

TITLE	ISSUE / PAGE	CATEGORY	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	RATING	EDITORS' CHOICE
Jedi Knight: Dark Forces II	December '97 p. 174	Action	LucasArts, P.O. Box 10307, San Rafael, CA 94912 (800) 782-7927	Exemplary design; beautifully presented; incredibly fun to play.	It's over too quickly; those 20 levels leave you begging for more.	All-round, the best 3D action game to date, and LucasArts' best game since the excellent *TIE Fighter*.	94%	PC GAMER CHOICE
Jet Moto	April '98 p. 126	Arcade	Sony Interactive, 919 E. Hillsdale Blvd., Foster City, CA 94404 (800) 438-7794	Great sense of speed, lots of well-designed tracks.	Control is a little floaty; tracks are difficult to unlock; lots of annoying ads.	*Jet Moto* delivers unique and solid racing action.	80%	
Journeyman Project 3, The	April '98 p. 114	Adventure	Red Orb Ent., P.O. Box 6121, Novato, CA 94948 (415) 382-4400	Graphics; puzzles well integrated with story line, great story and historical information.	Poorly written dialog; unchallenging, easy puzzles.	*Legacy of Time* is a good game that could have been much more.	75%	
JSF: Joint Strike Fighter 	April '98 p. 111	Simulation	Eidos Interactive, 303 Sacramento Street, San Francisco, CA 94111 (415) 547-1200	Pretty graphics in both software-only and hardware-accelerated modes; good head-to-head options.	The lack of mission briefings and shortage of data leaves the campaign game feeling vague; no tutorials.	*JSF* is a lightweight sim with some heavyweight problems.	59%	
Kingdoms II: Shadoan	February '98 p. 134	Adventure	TIG Publishing, 7810 Trade St., San Diego, CA 92121 (619) 566-1900	The box has a neat moving label that will scare your cat. Great music score.	Stiff animation. Gameplay isn't there.	After this pointless effort, it's time to flush any influences from *Dragon's Lair* out of the system Permanently.	35%	
Lands of Lore: Guardians of Destiny 	January '98 p. 245	Roleplaying	Virgin Interactive, 18061 Fitch Ave., Irvine, CA 92714 (800) 874-4607	Huge, detailed world. Excellent story line. Good balance.	Dated 3D engine. Certain scene transitions can be jarring. Some performances are less than stellar.	*Lands of Lore* is a very good game, it's just a little behind the times.	87%	
Legends '98	December '97 p. 213	Sports	Accolade, 5300 Stevens Creek Boulevard, San Jose, CA 95129 (800) 245-7744	Interesting slant. If you like to break the big plays, this will entertain you.	Unforgivable gameplay errors including lack of a hurry-up offense and poor AI.	This is a game more for Nintendo than a PC. Not for those who want realism.	73%	
Longbow 2	February '98 p. 152	Simulation	Jane's Combat Simulations, 5918 West Courtyard Drive, Austin, TX 78730 (800) 245-4525	Dynamic campaign, new choppers, multi-player action, great graphics.	Needs support for more players; wingmen could be more independent; mission recorder is missed.	*Longbow 2* is a masterpiece created by sim experts at the top of their form.	95%	PC GAMER CHOICE
Lords of Magic	March '98 p. 134	Strategy	Sierra, 3380 146th Place S.E., Bellevue, WA 98007 (800) 757-7707	Great strategic depth; well-designed units, strong AI, epic scope.	Combat system is awkward; the interface has a few problems; initial release buggy.	*Lords of Magic* is a deep, fun game; it just needs some tweaking to be really great.	82%	
Madden NFL 98	January '98 p. 278	Sports	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404 (800) 245-4525	Good AI; large team selection; easy to learn.	Fuzzy graphics; boring presentation and play-by-play; can't customize game.	If you can live with the sub-par graphics and enjoy arcade games, this will give you a good fight.	77%	
Mageslayer	December '97 p. 176	Action	GT Interactive, 16 East 40th St., New York, NY 10016 (800) 434-2637	Nice audio visuals; strong multiplayer modes.	The gameplay is about the same as the original *Gauntlet* single-PC co-op play would have been nice	A cool throwback to a classic arcade game.	79%	

What are you waiting for?

See all that Lara has to offer. Complete your collection today.



TOMB RAIDER

STARRING LARA CROFT

There are now three Tomb Raider products to choose from in the ever growing list of Lara Croft's adventures.

www.tombraider.com

Go to www.pcgamer.com/request Product #162

TOMB RAIDER, TOMB RAIDER II, TOMB RAIDER GOLD, LARA CROFT are trademarks of Core Design. © 1996 - 1998. EIDOS INTERACTIVE is a trademark of Eidos, Plc. © 1998.

PC CD

CORE

EIDOS INTERACTIVE

"The Ultimate Gaming Machine"

We guarantee scorching frame. All systems optimized for gaming.

"BOTTOM LINE: If you've got the money to spend this is the gaming system to own"

-PC Gamer, January, 1998

The "GREY"

Intel Pentium II 300MHz MMX
440LX AGP Motherboard w/512K
AAVID Cooling System
64MB SDRAM 10ns
3.5" Floppy Drive
Hercules Thriller 3D w/8MB AGP
Rendition V2200 Chipset
3DFX Voodoo II Card
4.3GB Ultra-DMA Hard Drive
SoundBlaster AWE 64 PnP
Altec Lansing ACS45
Subwoofer & Speaker System
32X EIDE CD-ROM
ATX Full-Tower Case w/300 Watt
Power Supply w/Dual-Fans
KoolMaxx Video Cooling System
104-Enhanced Keyboard
Microsoft 2-Button Mouse
Diamond Supra 56K V.90 Fax/Modem
Windows '95 OSR/2
Latest Drivers for Motherboard,
Video, Sound, Direct X
Free Installation & Configuration of
Favorite Games
Game Bundle

Price: $2,099.00

The "HIVE"

Intel Pentium II 333MHz MMX
440LX AGP Motherboard w/512K
AAVID Cooling System
64MB SDRAM 10ns
3.5" Floppy Drive
Hercules Thriller 3D w/8MB AGP
Rendition V2200 Chipset
3DFX Voodoo II Card
6.4GB Ultra-DMA Hard Drive
SoundBlaster AWE 64 PnP
Altec Lansing ACS45
Subwoofer & Speaker System
32X EIDE CD-ROM
ATX Full-Tower Case w/300 Watt
Power Supply w/Dual-Fans
KoolMaxx Video Cooling System
104-Enhanced Keyboard
Microsoft 2-Button Mouse
Diamond Supra 56K V.90 Fax/Modem
Windows '95 OSR/2
Latest Drivers for Motherboard,
Video, Sound, Direct X
Free Installation & configuration of
Favorite Games
Game Bundle

Price: $2,499.00

The "HIVE-MINI"

Intel Pentium II 350MHz MMX
440BX AGP Motherboard w/512K
AAVID Cooling System
64MB SDRAM 10ns
3.5" Floppy Drive
Hercules Thriller 3D w/8MB AGP
Rendition V2200 Chipset
3DFX Voodoo II Card
8.4GB Ultra-DMA Hard Drive
SoundBlaster AWE 64 PnP
Altec Lansing ACS45
Subwoofer & Speaker System
32X EIDE CD-ROM
ATX Full-Tower Case w/300 Watt
Power Supply w/Dual-Fans
KoolMaxx Video Cooling System
104-Enhanced Keyboard
Microsoft 2-Button Mouse
Diamond Supra 56K V.90 Fax/Modem
Windows '95 OSR/2
Latest Drivers for Motherboard,
Video, Sound, Direct X
Free Installation & configuration of
Favorite Games
Game Bundle

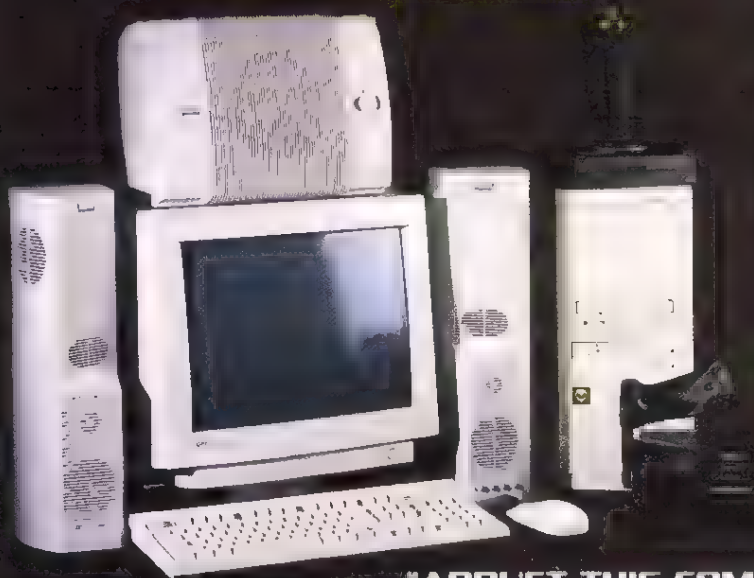
Price: $2,799.00

"Attention to detail, personalized treatment, optimized quality components ready to take on any game or simulation ...A system truly built and serviced by hard-core gamers. That's what makes a system like the Area51 a worthwhile investment, not a high price gamble"

-PC Multimedia & Entertainment, February, 1998

"The Area51 is an out-of-this world, polygon-pumping, pixel pushing gamers' dream machine on speed that kicked every benchmark I fired it's way"

-VOODOO Extreme, January, 1998



"ABOUT THIS COMPUTER"

-BOOT Magazine, September, 1997

The "AREA51"

Intel Pentium II 400MHz MMX
440BX AGP Motherboard w/512K
AAVID Cooling System
128MB SDRAM 10ns
3.5" Floppy Drive
Hercules Thriller 3D w/8MB AGP
Rendition V2200 Chipset
(2) Dual 3DFX Voodoo II Cards
Scan Line Interleave Mode
8.4GB Ultra-DMA Hard Drive
Iomega Internal Zip Drive 100MB
SoundBlaster 16 PnP
Diamond Monster Sound PCI
Altec Lansing ACS500
Subwoofer & Speaker System
Hitachi DVD Player 20X
MPEG-2 Decoder Card
ATX Full-Tower Case w/300 Watt
Power Supply w/Dual-Fans
KoolMaxx Video Cooling System
104-Enhanced Keyboard
Logitech Mouseman +
Diamond Supra Sonic II 112K Fax/Modem
Saitek X36/X36 Controllers
Windows '95 OSR/2
Latest Drivers for Motherboard,
Video, Sound, Direct X
Free installation & configuration of
Favorite Games
Game Bundle

Price: $3,999.00

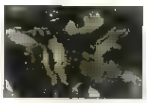
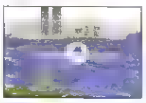
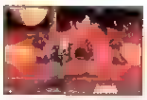
Quality Monitors

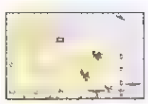
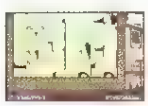
17" Viewsonic V773 .26dp add: $400.00
19" Viewsonic V95 .26dp add: $715.00
21" Viewsonic P810 .25dp add: $1,050.00

ALIENWARE PC Systems

TOLL FREE: 1-800-494-3382
www.alienware-pc.com

Product names used in this publication are trademarks of their respective companies

TITLE	ISSUE / PAGE	CATEGORY	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	RATING	EDITORS' CHOICE
Man of War	December '97 p. 220	Wargame	Virgin Interactive, 18061 Fitch Ave., Irvine, CA 92714 (800) 874-4607	First-person view is beguiling, good scenario editor, campaign	Inferior flagship graphics and vague command control.	A strong effort by a new company; its virtues far outweigh its flaws, its good moments are very good indeed.	83%	
Manx TT Superbike	February '98 p. 130	Arcade	Sega Entertainment, 150 Shoreline Dr., Redwood City, CA 94065 (800) 872-7342	Pretty graphics; fun for the first few plays.	Lame control means you'll be quickly frustrated; not too much to the game for what you're gonna pay.	Not even close to the high water mark set by *Moto Racer GP*	53%	
Mass Destruction	May '98 p. 114	Action	ASC Games, 9 Old Kings Highway S., Suite 301, Darien, CT 06820 (800) 474-7595	With mountains of objects to destroy, *Mass Destruction* equals addictive action.	No Internet play or 3D acceleration; can look pretty chunky.	If you can find this one on the cheap, go for it.	76%	
Men in Black 	March '98 p. 111	Action	SouthPeak Interactive, One Research Dr., Cary, NC 27513 (919) 677-4499	The backgrounds look cool.	Really bad puzzles; nonsensical control; long load times; doesn't have much adventuring to offer gamers.	Go rent the movie. This sucks.	34%	
Microsoft Flight Simulator 98 	January '98 p. 265	Simulation	Microsoft, 1 Microsoft Way, Redmond, WA 98052-6399 (800) 429-9400	Spectacular graphics, depth of subject material, best helicopter simulation available.	Lacks documentation. Some buggy lessons.	Both beginners and experts will find challenges and learn something new, but the hint book is a must.	85%	
Monday Night Football '98	December '97 p. 219	Sports	OT Sports, 120 Lakefront Dr., Hunt Valley, MD 21030 (410) 771-8550	The manual is a pretty good read, albeit mostly fiction.	Tiny playbooks; poor graphics; and abysmal control.	It's a sim without anything that makes a sim worthwhile; it's an arcade game that's hard to control	53%	
Monopoly: Star Wars CD-ROM	February '98 p. 187	Strategy	Hasbro Interactive, 50 Dunham Road, Beverly, MA 01915 (800) 997-7455	Tried-n-true gameplay combined with Star Wars multimedia flash.	The multimedia flash gets really old. It's just *Monopoly* in sci-fi garb.	Just like an aging Jedi, *Star Wars Monopoly* slowly but surely loses its fizz.	68%	
Mortal Kombat Trilogy 	March '98 p. 117	Arcade	GT Interactive, 16 East 40th St., New York, NY 10016 (800) 434-2637	Solid gameplay; plenty of of wild special moves; inclusion of every *MK* character.	Steep requirements to get full-screen action; no saved game feature for the tournament mode.	Though nothing new was added, *Mortal Kombat Trilogy* is timeless and addictive.	76%	
Moto Racer GP	December '97 p. 181	Arcade	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404 (800) 245-4525	Great graphics with or without 3D card; dead-on play; sensational multi-player racing	There's an itsy bit of scenery pop-in on some courses.	A dynamite package that blows away the competition.	91%	PC GAMER EDITORS' CHOICE
Mysteries of the Sith	April '98 p. 96	Action	LucasArts, P.O. Box 10307, San Rafael, CA 94912 (800) 782-7927	New weapons, enemies, levels, and Force powers; solid level design.	Some levels too puzzle heavy; colored lighting overdone at times.	This is a great expansion pack for an awesome game.	87%	
Myth: The Fallen Lords	February '98 p. 180	Strategy	Bungie Software, 1935 S. Halsted, Ste 204, Chicago, IL 60608 (312) 255 9600	Revolutionary engine and gorgeous graphics; true 3D terrain and realistic physics.	Some troublesome unit AI; "friendly fire" a little too unfriendly, no level editor/map generator	*Myth* is a melee of a good time.	90%	PC GAMER EDITORS' CHOICE

TITLE	ISSUE / PAGE	CATEGORY	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	RATING	EDITORS' CHOICE
NBA Live 98	January '98 p. 234	Sports	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404 (800) 245-4525	Awesome visuals, presentation, and interface; new features that enhance gameplay.	Lack of fouls called against the CPU. There are a few graphical glitches during replays.	For those who enjoy a great looking, great playing game, *NBA Live 98* is the best.	92%	PC GAMER CHOICE
NCAA Football 98	February '98 p. 168	Sports	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404 (800) 245-4525	Great running game; smooth animation; lots of teams to choose from.	AI problems with the offense, no career mode.	If the offense problems don't bother you, you'll have fun with this solid addition to EA Sports' lineup.	86%	
NetStorm: Islands at War	March '98 p. 153	Strategy	Activision, 3100 Ocean Park Blvd , Santa Monica, CA 90405 (800) 477-3650	Innovative design; good for beginners and experts; easy set up for Internet play.	Susceptible to cheats and hacks; the usual Internet idiots can detract from the experience.	Activision's "quick and dirty" RTS game for the Internet is a winner.	83%	
NHL 98	December '97 p. 250	Sports	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404 (800) 245-4525	Jaw-dropping graphics, fast gameplay, and a better AI make this the best NHL to date.	The AI still needs work; experienced players can exploit game flaws with ease.	A no-holds-barred sports action game with sim-style options, *NHL 98* is tops.	90%	PC GAMER CHOICE
NHL Powerplay 98	February '98 p. 114	Sports	Virgin Interactive, 18061 Fitch Avenue, Irvine, CA 92714 (800) 874-4607	Decent gameplay; low system requirements.	Poor player animations; slow pace; and skewed results.	*NHL Powerplay 98* has lofty ambitions but simply cannot compete on any level with the far superior *NHL 98*.	62%	
Nightmare Creatures	April '98 p. 149	Adventure	Activision, 3100 Ocean Park Blvd , Santa Monica, CA 90405 (800) 477-3650	Constant action, incredible graphics, and awesome atmosphere.	Poor control in certain situations; has a bad case of consolitis with no save game feature.	Even with a few unforgivable faults, this is a bloody blast to play.	82%	
Nuclear Strike	January '98 p. 256	Arcade	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404 (800) 245-4525	Great graphics; intense action; super-slick presentation.	Restricted field of vision can be annoying; difficulty level makes this less than ideal for beginners.	A great arcade blastfest with plenty of longevity and amazing intensity.	88%	PC GAMER CHOICE
Oddworld: Abe's Oddysee	April '98 p. 150	Action	Gt Interactive, 16 East 40th St., New York, NY 10016 (800) 434-2637	Loaded with personality; great level design; good sense of humor throughout.	Poor save game feature; some repetitive moments just like any side scroller.	For action fans, it's impossible to not be charmed by Abe and his friends.	88%	PC GAMER CHOICE
Panzer General II 	January '98 p. 258	Wargame	SSI, 675 Almanor Ave., Sunnyvale, CA 94086 (800) 601-7529	Stunning graphics; deeply satisfying gameplay; a spiffy scenario editor.	You can't completely cut off the music. But who cares?	It should be a sensational hit and deserves to be.	93%	PC GAMER CHOICE
Pax Imperia: Eminent Domain	March '98 p. 116	Strategy	THQ, 5016 North Parkway Calabasas, Suite 100, Calabasas, CA 91302 (818) 225-5167	Real-time translation of turn-based space strategy models is handled adequately.	That's about all it does.	Devoid of imagination and the awe of interstellar contact and conflict, this game is merely adequate.	60%	
Pictionary 	January '98 p. 306	Puzzle	Hasbro Interactive, 50 Dunham Road, Beverly, MA 01915 (508) 921-3700	Fairly good expansion of original; good for families.	Too easy for adult gamers; "witty banter" and "lively music" is "very annoying".	You'll have more fun playing the original *Pictionary*. The PC is right for this social, party-oriented game.	65%	

"POSSIBLY THE MOST BIZARRELY IMAGINATIVE GAME YET."
—PC GAMING WORLD (UK).
DOUGLAS ADAMS
CD-ROM FOR WINDOWS® 95
STARSHIP
TITANIC
THE SHIP THAT CANNOT POSSIBLY GO WRONG
NOT A SEQUEL TO ANYTHING
"...A MASTER AT CREATING FUTURISTIC SCI-FI PUZZLES, PARADOXES, AND OTHER LOGICAL PERPLEXITIES...."
—COMPUTER LIFE
A CO-VENTURE FROM SIMON & SCHUSTER IN VE AND THE DIGITAL VILLAGE
www.starshipt
BEST BUY

"ENOUGH TO HAVE ANY REAL-TIME STRATEGY FAN DROOLING" - GAMESPOT

You have only

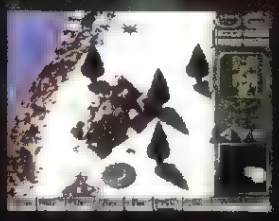
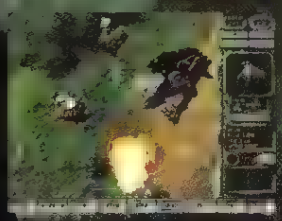
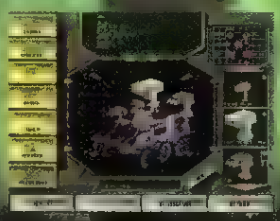
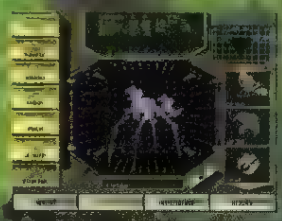
It's your fault if you can't design and build battle-savvy units from scratch. Extreme Tactics offers a massive palette of design options giving you the chance to build the ultimate war machine.

And if you had any real talent, you'd take one of your inventions out for a spin against a friend and bust his real-time ass.

Look, you've logged countless sleepless hours playing traditional strategy games. It's time to take it up a notch.

EXTREME TACTICS

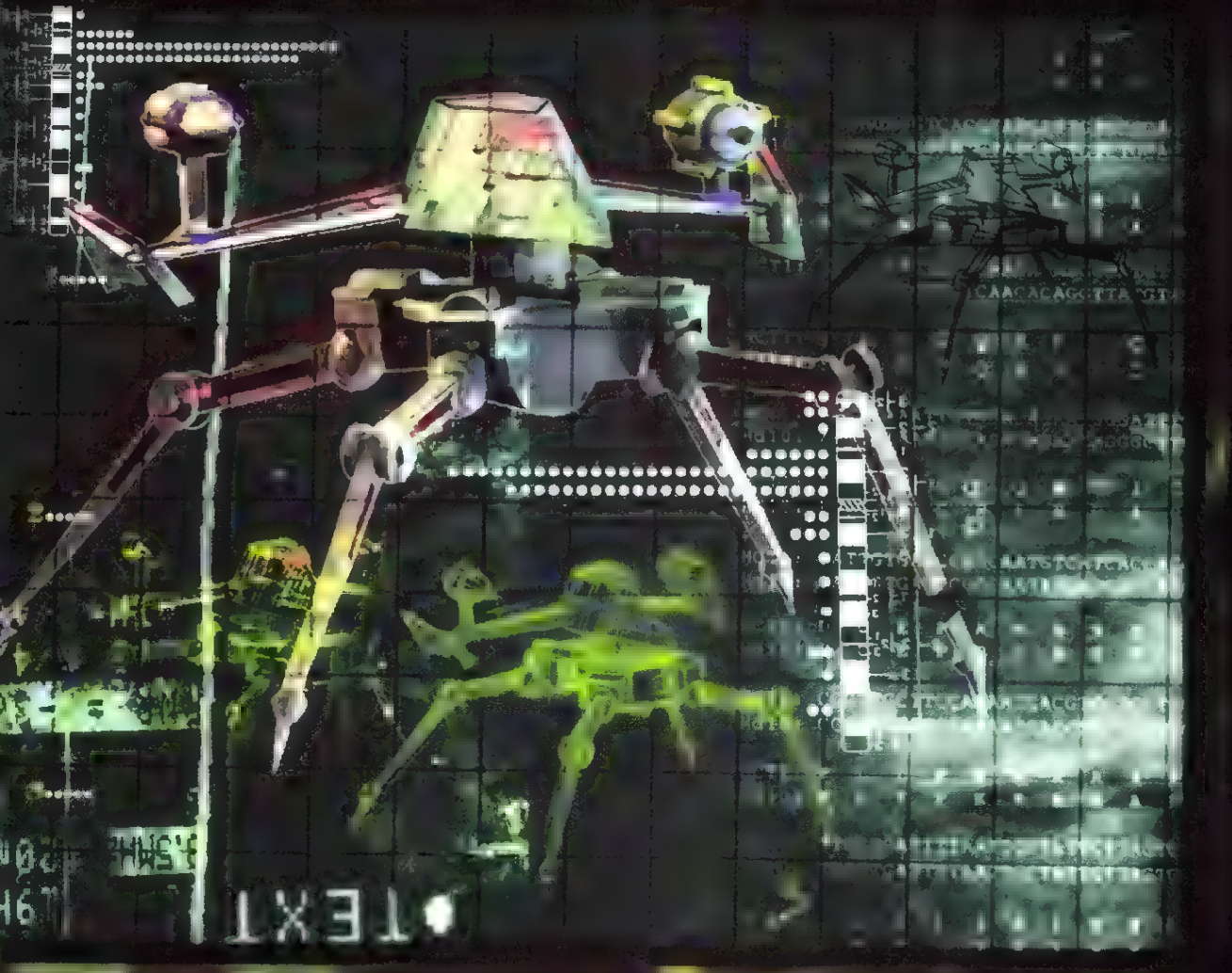
Take control of your game.

© 1998 Piranha Interactive Publishing, Inc All rights reserved Published by Piranha Interactive Publishing, Inc

YOURSELF to blame.

EXTREME TACTICS



"THE MOST COMPREHENSIVE USE OF AI THAT I'VE EVER ENCOUNTERED" - INSIDE GAMES

"UNIT DESIGN AND AI STREAMING COULD VERY WELL REVOLUTIONIZE THE REAL-TIME STRATEGY GENRE" - GAME INFORMER

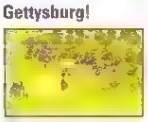
MEDIA STATION INC.

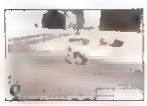
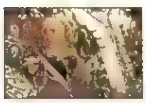
PIRANHA INTERACTIVE PUBLISHING

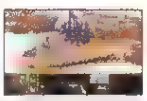
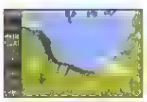
www.extremetactics.com

Go to www.pcgamer.com/request Product #601

Designed by Media Station, Inc. Extreme Tactics is a trademark of Media Station, Inc. Media Station is a registered trademark of Media Station, Inc

TITLE	ISSUE / PAGE	CATEGORY	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	RATING	EDITORS' CHOICE
Quake II	March '98 p. 102	Action	Activision, 3100 Ocean Park Blvd., Santa Monica, CA 90405 (800) 477-3650	Creepy single-player play, top-notch multi-player play, Accelerated graphics.	A few bugs effect multi-player; weak AI; some expected features didn't make the final version.	*Quake* is dead. Long live *Quake II*.	93%	PC GAMER CHOICE
Rebel Moon Rising	December '97 p. 256	Action	GT Interactive, 16 East 40th St., New York, NY 10016 (800) 434-2637	Interesting missions, cool lighting effects.	Looks and feels very dated, boring level design makes play tedious.	All of its interesting features can't save *Rebel Moon Rising* from its lackluster and tedious gameplay.	54%	
Red Baron II	April '98 p. 119	Simulation	Sierra, 3380 146th Place S.E., Bellevue, WA 98007 (800) 757-7707	Good sound effects; damage is modeled in great detail.	No 3D support; flaky multi-player; loads of bugs.	Maybe a patch can make this game worthwhile; until then, you're better off with the original *Red Baron*.	59%	
Riven	January '98 p. 289	Puzzle	Red Orb, P.O. Box 6121, Novato, CA 94948 (415) 382-4400	Gorgeous graphics, good sound.	Puzzles make no sense; virtually no replay value; lots of disc swapping; frustrating gameplay.	Even if you loved *Myst*, you'll have a frustrating time with this sequel. If you do buy it, get the hint book.	40%	
Sabre Ace	February '98 p. 184	Simulation	Virgin Interactive, 18061 Fitch Ave., Irvine, CA 92714 (800) 874-4607	Great subject matter. Some good graphic effects. Interesting missions.	Zero flight model. Sporadic graphical annoyances. Fatal view modes.	An adequate arcade sim, but that's not what Virgin claims it is.	45%	
Scud: Industrial Revolution	April '98 p. 96a	Action	SegaSoft, 150 Shoreline Dr., Redwood City, CA 94065 (888) 734-2763	The graphics are nice and the frame-rates are fast.	Repetitive gameplay. Dreadful music. Insanely difficult	If you have the patience and the skills to beat this one, you are The Man. But you still won't enjoy it.	39%	
Seven Kingdoms	March '98 p. 1436	Strategy	Interactive Magic, P.O. Box 13491, Research Triangle Park, NC 27709 (800) 789-1534	Spies. Deep and subtle strategy. Fresh multi-player gaming	Cartoony graphics. Unimaginative AI opponents; single-player game lacks energy of multi-player game.	An all around terrific game lacking only a solid single-player mode.	90%	PC GAMER CHOICE
Shadow Warrior	December '97 p. 199	Action	GT Interactive, 16 East 40th St., New York, NY 10016 (800) 434-2637	Great level design, lots of personality.	It's still basically *Duke 3D*; and the limited number of single-player levels mean it's pretty short.	It's not revolutionary, but it's worth a gander for anyone who enjoyed *Duke 3D*.	75%	
Shadows of the Empire	December '97 p. 244	Action	LucasArts, P.O. Box 10307, San Rafael, CA 94912 (800) 782-7927	Some of the mini-games are really hot...	... but the rest of them are pretty tepid.	*Shadows of the Empire* is a better game than the N64 version — but that's not much of a recommendation.	62%	
Shipwreckers!	March '98 p. 158	Action	Psygnosis, 989 Hillsdale Blvd., Foster City, CA 94404 (800) 438-7794	Goofy animations; chipper music; fun console-style action.	Unreasonably high system requirements	A fun little game, especially for kids, but only if their parents have the horsepower to run it.	80%	
Sid Meier's Gettysburg! 	January '98 p. 218	Wargame	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404 (800) 245-4525	The gameplay, graphics, AI, and engine are meticulous models of strategy gaming.	Terrain popping during scrolling can be annoying. A couple of infrequent bugs.	A cross-over wargame that has depth, beauty, smarts, and replayability.	91%	PC GAMER CHOICE

TITLE	ISSUE / PAGE	CATEGORY	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	RATING	EDITORS' CHOICE
Sierra Pro Pilot	May '98 p. 113	Simulation	Sierra, 3380 146th Place S.E., Bellevue, WA 98007 (800) 757-7707	Beautiful cockpit panels with plenty of functionality; good nav and comm tools.	Very buggy; graphics are pixelated; accuracy of aircraft handling is questionable.	*Pro Pilot* had plenty of potential but is an incomplete average simulation.	53%	
Smart Games Challenge 2	February '98 p. 178	Puzzle	Smart Games, Inc., 27 Congress St., Suite 211, Salem ,MA 01970 (508) 745-9900	Terrific gameplay; great puzzle variety, nice bells and whistles, good for the whole family.	Minor gameplay glitches; no multiplayer options.	Fans of the puzzle genre are in for a good time with *Smart Games Challenge 2.*	80%	
SODA Off-Road Racing	February '98 p. 112	Simulation	Sierra, 3380 146th Place S.E., Bellevue, WA 98007 (800) 757-7707	Attractive accelerated graphics; track editor, multi-player options.	Rendition-only acceleration. Steep system requirements. Sluggish gameplay; touchy controls.	*SODA* is good for some off-roading fun, but it's far from perfect.	67%	
Steel Panthers III: Brigade Command	February '98 p. 122	Wargame	SSI, 675 Almanor Ave., Sunnyvale, CA 94086 (800) 601-7529	The same great core gameplay, with an interesting new layer of command.	Graphics, interface, and DOS-only coding are showing their age.	An interesting twist for *SP* fans, but it doesn't feel like a whole new game.	79%	
Streets of Sim City 	March '98 p. 125	Action	Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404 (800) 245-4525	Uninstalls easily. Bluegrass fiddle legend Darol Anger plays on some of the music tracks.	No sense of speed; unacceptable framerates; nasty control; high system requirements.	Great concept; atrocious execution. Even SimCity fans will be disappointed	37%	
Sub Culture	May '98 p. 123	Action	Ubi Soft, Bridge House Hampton Court, Surrey, England KT89BE (415) 547-4000	Note-worthy graphics and incredible atmosphere.	A few bugs might get in the way. More missions would have been nice	An innovative entry in a once-deserted genre.	87%	
SWIV 3D Assault	May '98 p. 138	Action	Interplay, 16815 Von Karman Ave , Irvine, CA 92714 (800) 969-4263	The jewel case can be recycled, and the game CD fits very nicely into a garbage can.	Horrible graphics; no variation in game play; missions become very tedious	This game blows chunks. Go play *Nuclear Strike* instead	20%	
Take No Prisoners	December '97 p. 206	Action	Red Orb, P.O. Box 6121, Novato, CA 94948 (415) 382-4400	Good sound and graphics (especially with a 3D card); nifty weapons.	Steep hardware requirements; perspective makes it difficult.	This isn't a bad action game, but its experiment with a new perspective isn't very successful.	70%	
Temujin 	January '98 p. 305	Adventure	SouthPeak Interactive, One Research Dr., Cary, NC 27513 (916) 677-4499	Good and messy mystery plot; well acted; beautiful environment.	Tricky navigation; may be too serious for some gamers.	Great game if you like a sober whodunit, but not so great if you like your games frivolous.	75%	
Terracide	December '97 p 262	Action	Eidos Interactive, 303 Sacramento St., San Francisco, CA 94111 (415) 547-1200	Nice explosions and colored lighting effects, cool box.	Difficult controls; zero fun; boring level designs.	If you absolutely must have colored lighting and transparent effects, go buy a lava lamp.	27%	
Test Drive 4	April '98 p. 143	Arcade	Accolade, 5300 Stevens Creek Boulevard, San Jose, CA 95129 (800) 245-7744	Great 3Dfx support; cool tracks; cooler cars.	Lousy software-only performance; terrible interface; canned AI competition.	*Test Drive 4* is a slap in the face to all of those who aren't on the cutting edge of technology.	63%	

TITLE	ISSUE / PAGE	CATEGORY	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	RATING	EDITORS' CHOICE
Thunder Truck Rally	January '98 p. 240	Sports	Psygnosis, 919 E. Hillsdale Blvd., Foster City, CA 94404 (800) 438-7794	Cool character designs; the trucks are animated nicely.	Circa-1995 graphics. gummy control; annoying sound effects; bouncing trucks just aren't fun.	Keep on truckin' until you find a better game	55%	
Tom Clancy's Politika	May '98 p. 105	Strategy	Mindscape, 88 Roland Way, Novato, CA 94945 (888) 287-3800	Gives you a chance to see what a Java-based game looks like; free paperback.	Inert, tedious gameplay coupled with a yo-heave-ho interface and cruddy graphics.	To experience *Politika* properly, buy the boardgame.	40%	
Tomb Raider 2	February '98 p. 132	Adventure	Eidos Interactive, 303 Sacramento Street, San Francisco, CA 94111 (415) 547-1200	Beautiful visuals; better locales, awesome vehicle action!	Clipping problems; poor camera manipulation; too many bad guys; annoying overly-complex puzzles.	While this is definitely worth a look, it's not as good as the first game.	86%	
Tone Rebellion, The 	May '98 p. 93	Strategy	Virgin, 18061 Fitch Avenue, Irvine, CA 92614 (888) 843-2661	Interesting visual style. The way the floaters' legs wiggle is cool.	Tedious, confusing, flawed gameplay.	There are some really interesting elements in *Tone Rebellion*, but they never get into a satisfying game.	35%	
Total Annihilation 	January '98 p. 295	Strategy	GT Interactive, 16 East 40th St., New York, NY 10016 (800) 434-2637	Beautiful graphics; 50 single-player missions; smart AI, funky music.	AI could have been better; needs better rotation of music tracks.	A significant improvement in the genre, but it's not quite all it could have been.	85%	
Turok: Dinosaur Hunter	March '98 p. 149	Action	Acclaim, 1 Acclaim Plaza, Glen Cove, NY 11542-2708 (516) 759-7800	Slick enemy designs; weapons kick some major ass.	No multi-player; repetitive textures; pea-soup fogging; lame jumping puzzles.	A straight port of a slightly flawed game that lacks features PC gamers expect	68%	
Twisted Metal 2	March '98 p. 154	Action	Sony Interactive, 919 E. Hillsdale Blvd., Foster City, CA 94404 (800) 438-7794	Good control; impressive level design; destruction galore.	Replay value is limited after blasting through it a few times.	Cranking up the Carnage-O-Meter, *Twisted Metal 2* is a must-have game for combative car freaks.	75%	
Ultima Online	January '98 p. 262	Roleplaying	Origin, 5918 W. Courtyard Dr., Austin, TX 78730 (800) 245-4525	Gorgeous graphics; simple interface; huge world to explore; lots of people to meet.	Lag; poor documentation, lag; characters start with low skills; lag; lots of bugs; more lag.	Ultima fanatics might stick with it, but most players will give up in frustration.	55%	
Uprising	February '98 p. 144	Strategy	The 3DO Company, 600 Galveston Ave., Redwood City, CA 94063 (800) 336-3506	Fast-paced, original, and absorbing; great graphics, controls, and sound.	You'll need a fast PC and a 3Dfx card to get the full experience.	*Uprising* combines two crowded genres and manages to be a very refreshing break from both.	90%	PC GAMER CHOICE
USCF Chess	May '98 p. 96	Chess	Interplay, 16815 Von Karman Ave., Irvine, CA 92714 (800) 969-4263	It's got good AI, which is the heart and soul of any chess program.	The 3D graphics are useless; no Internet access.	It does offer a challenging game, but it pales in comparison to most current chess games.	56%	
Virtua Fighter 2	December '97 p. 214	Arcade	Sega of America, P.O. Box 8097, Redwood City, CA 94065 (800) USA-SEGA	Mind-boggling animation; good control; packed with goodies.	Steep system requirements; no 3D card support; braindead AI.	Virtua fans will powerful PCs will eat it up, bit the rest of us should hold out for the promised 3D patch	82%	

MACH V is a trademark of Falcon Northwest Computer Systems.
Half-Life images are courtesy of Valve, LLC. and Sierra On-Line, Inc.
Half-Life is a trademark of Sierra On-Line. All rights reserved.

Product Information Number 140

TITLE	ISSUE / PAGE	CATEGORY	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	RATING	EDITORS' CHOICE
Virtua Squad 2	May '98 p. 98	Action	Sega Entertainment, 150 Shoreline Dr., Redwood City, CA 94065 (800) 872-7342	Gunplay and destruction galore; solid D3D support.	Longevity is questionable, even with new "Random Enemies" feature.	*Virtua Squad 2* is a blast — while it lasts anyway.	80%	
Virus	May '98 p. 96a	Strategy	Sir-Tech, P.O. Box 245, Ogdensburg, NY 13669 (800) 447-1230	Comes with McAfee *Anti-Virus*; the concept is great.	Poor graphics, horrendous computer AI; difficult control; frustrating gameplay; long load times.	Despite the clever idea behind it, *Virus* simply doesn't live up to its potential.	30%	
War, Inc	December '97 p. 261	Strategy	Interactive Magic, P.O. Box 13491, Research Triangle Park, NC 27709 (800) 789-1534	Challenging, well-balanced ele ments combined with lots of action.	Some campaigns are too hard to win; disgraceful manual.	If you have the patience for it, it's one of the better C&C clones currently available; but not the best.	67%	
WarWind II: Human Onslaught	April '98 p. 101	Strategy	SSI, 675 Almanor Ave., Sunnyvale, CA 94086 (800) 601-7529	Interesting, challenging missions with a real sense of roleplaying and story.	Visually somewhat dated and cluttered Some annoying interface quirks.	*WarWind II* proves again that real-time strategy is more than slash and burn.	81%	
Waterworld: The Quest for Dry Land	April '98 p. 131	Strategy	Interplay, 16815 Von Karman Ave., Irvine CA 92714 (800) 969-4263	If you liked the movie, there are a lot of cut-scenes for your viewing pleasure.	Outdated graphics; poor artificial intelligence; no network support; sucky save game feature.	*Waterworld* falls short in almost every aspect of the RTS game genre.	43%	
Wing Commander: Prophecy	March '98 p. 106	Action	Origin, 5918 W. Courtyard Dr., Austin TX 78730 (800) 245-4525	Graphics; gameplay; more missions, less story; new weapons and ships.	Bad acting; no multi-player; simplistic flight physics; a few bugs.	*Prophecy* is back to what made the Wing Commander series great — gameplay over cinematics	89%	PC GAMER EDITORS' CHOICE
World Wide Soccer	December '97 p. 267	Sports	Sega of America, P O. Box 8097, Redwood City, CA 94065 (800) USA SEGA	Excellent player animations; simple and fun to play; lots of action.	Framerate is choppy; some minor presentation glitches; doesn't live up to the FIFA series	A good bet for arcade soccer fans, but it falls short of the Sega Saturn original.	79%	
Worms 2	April '98 p. 102	Strategy	MicroProse, 180 Lakefront Drive, Hunt Valley MD 21030-2245 (510) 864-4550	Simple, fun, well-balanced combat; many excellent weapons; great multi-player.	The computer player's erratic shooting will baffle you.	*Worms 2* has a combination of destruction and fun that shouldn't be missed.	90%	PC GAMER EDITORS' CHOICE
You Don't Know Jack TV	February '98 p. 159	Trivia	Sierra, 3380 146th Place S.E., Bellevue, WA 98007 (800) 757-7707	In-depth TV trivia; great TV-themed graphics; difficulty level is higher than other Jacks, but that's good.	Some questions are pretty absurd.	A must-have game for TV trivia buffs.	87%	
You Don't Know Jack Volume 3	February '98 p. 159	Trivia	Sierra, 3380 146th Place S E , Bellevue WA 98007 (800) 757-7707	Tons of questions; great humor; plenty of variety in types and difficulty of questions.	More of the same; this isn't significantly different from the original *Jack* or *Volume 2*.	If you don't have any of the previous Jacks, get your hands on *Jack 3*. It's a blast.	80%	
Zork Grand Inquisitor	May '98 p. 115	Adventure	Activision, 3100 Ocean Park Blvd , Santa Monica, CA 90405 (800) 477-3650	Visually stunning; lots of *Zork* humor; challenging puzzles; lots of gameplay.	Not all the puzzles make sense; not a huge technological improvement over *Nemesis*.	It's funny, it's fun, and anyone familiar with *Zork* will have a blast.	88%	PC GAMER EDITORS' CHOICE

PCG

SANITARIUM
DEMONS
FROM THE PAST CAN
TORMENT YOU...
...OR SET YOU FREE.
"WANDERING
BETWEEN TWO WORLDS,
ONE DEAD,
THE OTHER POWERLESS
TO BE BORN."
THE GRANDE CHARTREUSE
A SHOCKINGLY DISTURBING
ADVENTURE
TEEN
CONTENT RATED BY ESRB
Windows® 95
PC CD-ROM
Product Information Number 81

MEDIA ON™

AGENDA HOME

- Intel Pentium® II Processor
- LX440 MB w/USB
- 64MB SDRAM DIMM
- 6.4GB Ultra IDE HD
- 4MB AGP Graphics Card
- Wavetable Sound/200 Watt Amplified Speakers
- 32X CD-ROM
- 56K Fax Modem
- 104 Keyboard/PS2 Mouse
- 1.44MB Floppy Drive
- ATX Mini-Tower Case w/235 Watt Power Supply
- Microsoft Windows 95
- 19" .26dpi Color Monitor (18" viewable)

Pentium® II Processor 233 MHz $1,649
Pentium® II Processor 266 MHz $1,719
Pentium® II Processor 300 MHz $1,879
Pentium® II Processor 333 MHz $1,949

AGENDA BUSINESS PRO

- Intel Pentium® II Processor
- BX440 MB w/LDM, USB
- 128MB SDRAM DIMM
- 8.4GB Ultra IDE HD
- 8MB AGP Graphics Card
- 16 Bit Sound Card/80 Watt Amplified Speakers
- 32X CD-ROM
- 56K Fax Modem
- 104 Keyboard/PS2 Mouse
- 1.44MB Floppy
- Iomega ZIP Drive
- ATX Mini-Tower Case w/235 Watt Power Supply
- Microsoft Windows 95
- 17" .26DPI Color Monitor (16" Viewable)

Pentium® II Processor 350 MHz $2,355
Pentium® II Processor 400 MHz $2,555

www.mediaon.com

Note, Intel Inside Logo and Pentium are registered trademarks and MMX is a trademark of Intel Corporation. All other names are properties of their respective corporations. Price and specifications are subject to change without notice. Not responsible for typographic error.

Keeping you in the game.

MEDIA ON™

AGENDA BUSINESS

- Intel Pentium® II Processor
- LX440 MB w/LDM, USB
- 64MB SDRAM DIMM
- 8.4GB Ultra IDE HD
- 4MB AGP Graphics Card
- 16 Bit Sound Card/80 Watt Amplified Speakers
- 32X CD-ROM
- 56K Fax Modem
- 104 Keyboard/PS2 Mouse
- 1.44MB Floppy Drive
- Iomega ZIP Drive
- ATX Mini-Tower Case w/235 Watt Power Supply
- Microsoft Windows 95
- 15" .28DPI Color Monitor (13.8" Viewable)

Pentium® II Processor 233 MHz $1,299
Pentium® II Processor 266 MHz $1,369
Pentium® II Processor 300 MHz $1,529
Pentium® II Processor 333 MHz $1,599

EXPERT II

- Intel Pentium® II Processor
- LX440 MB w/LDM, USB
- 64MB SDRAM DIMM
- 6.4GB Ultra IDE HD
- 4MB AGP Graphics Card
- Wavetable Sound/200 Watt Amplified Speakers
- 32X CD-ROM
- 56K Fax Modem
- 104 Keyboard/PS2 Mouse
- 1.44MB Floppy Drive
- ATX Mini-Tower Case w/235 Watt Power Supply
- Microsoft Windows 95
- 17" .26DPI Color Monitor (16" Viewable)

Pentium® II Processor 233 MHz $1,369
Pentium® II Processor 266 MHz $1,439
Pentium® II Processor 300 MHz $1,599
Pentium® II Processor 333 MHz $1,669

• 2-year limited warranty / 2-year labor

47257 Fremont Blvd. Fremont, CA 94538

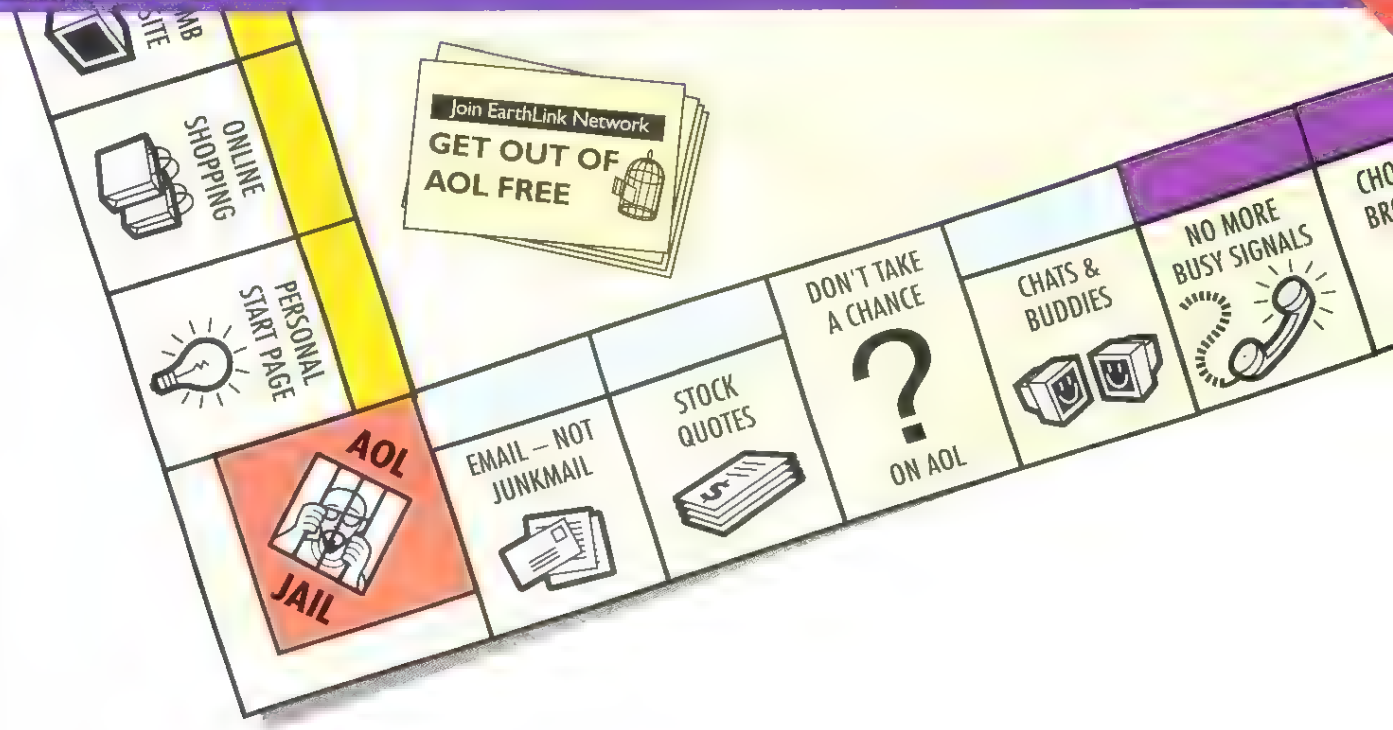
TEL: 888-842-6348
FAX: 510-490-8286

pentium® II

Go to www.pcgamer.com/request Product #230

Tired of waiting for your turn to get on the Internet?

Software included on this PC Gamer CD-ROM



HERE'S YOUR CHANCE TO GET OUT OF AOL FREE.

Switch to EarthLink and get your email, news, stock quotes, sports scores, entertainment, shopping, chat, and an instant messaging program—all the things people like about AOL—without the busy signals, failed connections, junk mail, lost mail, and endless commercial messages you're forced to click NO THANKS to. And we're still just $19.95 per month for unlimited access. Playing the Internet game should be fun! So, what are you waiting for?

Call now

1-888-QUIT AOL, ext. 3177

7 8 4 - 8 2 6 5

FOR JUST $19.95 PER MONTH, YOU GET:

- Unlimited Internet usage
- Nationwide access
- Over 1,300 local dial-up #'s
- Choice of browsers
- Complete software for Windows and Mac
- Personal Start Page
- Email
- Free 6MB Web site
- Free Internet user guide
- Bi-monthly newsletter
- Toll-free 24-hour help

EDITORS CHOICE
September 9, 1997
Internet Access Provider

February 8, 1998
Internet Service Provider

or visit us at:

www.earthlink.net/quitaol/

EarthLink Network®

It's your Internet.™

©1998 EarthLink Network, Inc. Trademarks are the property of their respective owners. All rights reserved.

THE PC GAMER HARDWARE REVIEWS INDEX

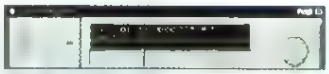
DRIVING WHEELS

TITLE	ISSUE / PAGE	PRICE	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	EDITORS' CHOICE
CDS5000 Driving System	February '98 p. 204	$1,595	Extreme Competition Controls (612) 824-6733	Incredibly sturdy; eminently adjustable; nice touches like suede and stainless steel.	Just one — the huge sticker price. Is this system really ten times better than other wheels on the market? Not really.	If you've got the scratch and like to spend it on PC peripherals, this is the king-daddy of driving controllers.	
CH Racing Wheel	December '97 p. 291	$89.98	CH Products *www.chproducts.com* (760) 598-2518	Cool CH logo in the middle of the wheel.	Horribly weak handling; uncomfortable grip; intrusive thumb buttons.	Frankly, we expect a lot more of CH — or any company who markets a driving wheel, for that matter.	
SC&T Ultimate Per4mer	December '97 p. 298	$129	SC&T *www.platinum-sound.com* (602) 368-9490	Wide turning range; well constructed.	Flimsy feel; not enough tension in wheel or pedals; too many buttons.	This wheel will have a hard time competing against the rest of the pack. Hold off for something better.	
Thrustmaster NASCAR Pro Racing Wheel	January '98 p. 336	$179.95	Thrustmaster *www.thrust-master.com* (503) 615-3200	The best overall feel of any wheels in this price range; pedals can be mapped to different axes; quick-release clamping system.	The pedals are too light and feel cheap.	The NASCAR Pro is an excellent driving wheel worthy of any racing sim enthusiast.	PC GAMER CHOICE

DVD

TITLE	ISSUE / PAGE	PRICE	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	EDITORS' CHOICE
Creative Labs PC-DVD Encore DXR 2	February '98 p. 201	$379.99	Creative Labs *www.sound-blaster.com* (800) 998-1000	Simple installation with no need for a bus mastering system board; excellent quality video; fast drive; relatively affordable.	Disappointing bundle, which matters, since DVD-ROMs are still hard to come by.	The best DVD kit to date.	PC GAMER CHOICE

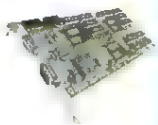
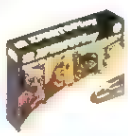
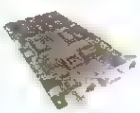
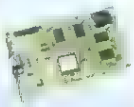
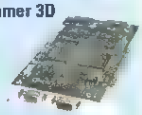
DVD [CONTINUED]

TITLE	ISSUE / PAGE	PRICE	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	EDITORS' CHOICE
Utobia Hollywood DVD 	December '97 p. 286	$399	Utobia *www.utobiadvd.com* (888) 4-UTOBIA	Nice price for a full featured DVD kit; easy installation; excellent MPEG decoding.	No bundle to speak of; doesn't read CDr discs.	Utobia's DVD ROM kit is a relatively inexpensive way to join the slowly but steadily growing DVD crowd.	

GAMEPAD

TITLE	ISSUE / PAGE	PRICE	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	EDITORS' CHOICE
Thrustmaster Rage 3D	February '98 p. 201	$49.95	Thrustmaster *www.thrustmaster.com* (503) 615-3200	Easily changes to analog or digital, comfortable design; programmable.	Buttons too close together; digital control doesn't feel right.	A nice product for those wanting both analog and digital control — but a few design flaws keep it from being ideal.	

GRAPHIC ACCELERATORS

TITLE	ISSUE / PAGE	PRICE	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	EDITORS' CHOICE
3D Blaster Voodoo2 	May '98 p. 160	$299	Creative Labs *www.soundblaster.com* (800) 998-1000	Amazing 3D performance in Direct3D and OpenGL games; SLI option for even better performance; way ahead of current technology.	Processor dependency makes this less than ideal for P166 and slower machines; incompatibilities with older 3Dfx games.	This is an amazingly fast accelerator that grows with your PC	PC GAMER EDITORS' CHOICE
ATI Xpert@Play 	February '98 p. 202	$329	ATI Technologies, Inc. *www.atitech.com* (905) 882-2626	Excellent TV output; solid Direct3D performance; very good Windows performance.	Without Win 95 OpenGL mini-drivers, *Quake* players will have to get their 3D fix somewhere else.	A very competent and versatile card that offers a lot of bang for the buck.	PC GAMER EDITORS' CHOICE
Canopus Pure 3D 	January '98 p. 344	$179	Canopus *www.canopuscorp.com* (888) 868-2533	Compatible with all 3Dfx games; good TV out. This card is the pick of Voodoo Graphics cards.	The usual Voodoo Graphics woes: requires a 2D accelerator so it takes up a PCI slot; no acceleration in windows. No bundle.	This is the new king of the Voodoo Graphics crop	PC GAMER EDITORS' CHOICE
Canopus Total 3D 128V	March '98 p. 173	$229	Canopus *www.canopuscorp.com* (408) 954-4502	Fast and powerful 2D and 3D; outstanding TV in and out features.	Texture quality is occasionally sacrificed for the sake of speed.	Canopus is developing a reputation for products that go the extra mile, and this is no exception.	PC GAMER EDITORS' CHOICE
Diamond Stealth II S220 	February '98 p. 205	$119.95	Diamond Multimedia *www.diamondmm.com* (800) 468-5846	Excellent 2D, powerful D3D and upcoming OpenGL/GLQuake mini-drivers make this an affordable, entry level 2D/3D card.	This is the lower end of the V2000 line; 4MB RAM limit.	Really good 2D/3D acceleration is finally in reach of most budgets! This is a dynamic, all around great card.	
Guillemot Maxi Gamer 3D 	March '98 p. 169	$179.99	Guillemot *www.guillemot.com* (800) 967-0863	3Dfx Voodoo Graphics; awesome 3D acceleration and software support.	Requires an extra PCI slot, games bundle is none too exciting.	The Maxi Gamer is good, but if you take time to look, you can find better deals on the same technology.	

myth

THE FALLEN LORDS

Platform Wars TOURNAMENT

Since the dawn of time computer users have filled the newsgroups with furious but empty debate about which is the best computing platform. Enough talk! Now there's a chance to settle the question for good – and win outstanding prizes in the process!

In mid-June, 1998, 500 Myth: The Fallen Lords players will take the battlefield to defend their platform. In the end a few champions will have earned the right to represent the Mac™OS and Windows® 95 platforms.

- All entrants eligible for random prizes' including T-shirts, hats, gift certificates and even 3Dfx cards!
- Finalists will fly to Las Vegas for a finals match broadcast live over the Internet via Imagine Radio.
- The champion will walk away with head held high and a new computer the runner-up with gobs of RAM,a 3Dfx card, and a busted ego.

PC Myth players, go to www.pcgamer.com for details and to register; Mac Myth players, www.macaddictnetwork.com. More information can also be found at the bungie.net web site,

www.bungie.net

Mac™OS

Win95

CYBERIAN Outpost

TECHWORKS

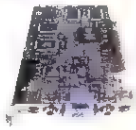
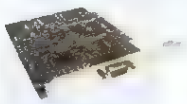
Mac ADDICT

PC GAMER

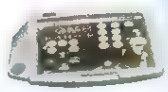
bungie.net

BUNGIE

GRAPHIC ACCELERATORS (CONTINUED)

TITLE	ISSUE / PAGE	PRICE	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	EDITORS' CHOICE
Hercules Thriller 3D 	May '98 p. 153	$249	Hercules *www.hercules.com* (510) 623-6030	The best V2200 implementation we've seen yet. Powerful 2D and 3D performance; and promising mini-GL future.	Disappointing TV output.	The Thriller 3D is an excellent choice for a powerful 2D/3D graphics accelerator.	PC GAMER CHOICE
Intergraph Intense 3D Voodoo	December '97 p. 298	$229.99	Intergraph *www.intergraph.com* (800) 763-0242	An excellent 2D/3D video card with an impressive games bundle.	Poor TV out performance; no support for older 3Dfx games designed for early versions of Glide.	The Intense 3D Voodoo has a lot to offer to gamers, and it's a powerful, single slot solution.	
Jaton Blaze 3D Ultimate	January '98 p. 344	$129	Jaton Corporation *www.jaton.com* (408) 934-9369	Good video out; low price.	Awful 3D acceleration: shimmery textures, perspective warping, and other problems make this an unacceptable product.	This isn't a gamer's card.	
Jazz Outlaw 3D 	April '98 p. 163	$149.99	Jazz Multimedia *www.jazzmm.com* (408) 727-8900	Excellent quality; fast, cost effective 2D/3D acceleration; good software support.	Early driver problems, but most have been ironed out already.	The Jazz Outlaw 3D is a lot of 3D accelerator for a surprisingly low price.	PC GAMER CHOICE
Metabyte Gia 3D Dx	December '97 p. 290	$145	Metabyte *www.metabyte.com* (510) 494-9700	Relatively low price; good 2D acceleration.	Can't compete with today's 3D graphics accelerators.	Metabyte made a mistake choosing the ViRGE DX chipset on their Gia 3D DX. Don't make the mistake of buying one.	
STB Velocity 128	December '97 p. 296	$199	STB *www.stb.com* (800) 234-4334	This 2D/3D solution turned out the fastest D3D numbers we've seen.	OpenGL performance unproven; incompatibilities with some computers and components.	STB's Velocity 128 is one of the most powerful 3D solutions this side of 3Dfx.	

INPUT DEVICES

TITLE	ISSUE / PAGE	PRICE	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	EDITORS' CHOICE
Saitek PC Dash 	December '97 p. 287	$69.95	Saitek Industries Ltd. *www.saitek.com* (310) 212-5412	Unique, well designed, easy to program. Handy bar code system means you don't need special software to load new programs.	Loading a program with the bar code slider takes a little practice.	The PC Dash is a great addition to any control setup.	PC GAMER CHOICE
Techmedia 3DZoneMaster	May '98 p. 153	$99	Techmedia *www.techmedia.net* (714) 379-6677	It's unique in just about every way and looks pretty cool.	It might work on paper, but in real life it's no substitute for a mouse, joystick, or gamepad.	The ZoneMaster might be fun for a few minutes — and it's certainly interesting — but it's not an ideal controller in any way.	

THE KING OF WORLD WAR II TANK SIMULATORS IS ON THE HORIZON

PANZER COMMANDER™

COMING JUNE 1

www.panzercommander.com

SSI

Product Information Number 312

SEVEN KINGDOMS PLUS

Designed by Trevor Chan

"The detail in *Seven Kingdoms* makes *Age of Empires* look like checkers."
—GamePower

"There hasn't been an empire builder this good since *Civilization II*."
—GameSpot

CG Elite

★★★★
Computer Games Strategy Plus

★★★★
Adrenaline Vault

"*Seven Kingdoms* successfully accomplishes what Microsoft's *Age of Empires* failed to do."
—FamilyPC

"All in all, *Seven Kingdoms* is an extremely fun game that should keep any gamer happy for hours and hours."
—Next Generation

Visit your local retailer, call 1-800-789-1534 or visit www.imagicgames.com for additional information.

Seven Kingdoms Plus is a trademark and Interactive Magic is a registered trademark of Interactive Magic, Inc. All other trademarks are property of their respective owners.
Copyright 1998 Interactive Magic, Inc. All Rights Reserved.

Interactive Magic
P.O. Box 13491
Research Triangle Park, NC 27709

Go to www.pcgamer.com/request Product #194

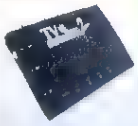
INPUT DEVICES [CONTINUED]

TITLE	ISSUE / PAGE	PRICE	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	EDITORS' CHOICE
Three Logitech Mice	April '98 p. 170	$29.99 (First Mouse+) $59.95 (MouseMan) $59.95 (MouseMan+)	Logitech *www.logitech.com* (590) 795-8500	Extremely comfortable, thanks to sleek shapes. Extra buttons and customizable features.	MouseMan and MouseMan+ are right-handed only.	Once again, Logitech has delivered great mice with those extra loving touches you won't find anywhere else.	PC GAMER CHOICE
Wireless Computing SurfBoard	December '97 p. 299	$395	Wireless Computing *www.netaxis.com/~jcoughlin/wireless.html* (972) 719-2578	RF communication doesn't require line of sight; joystick port and full stroke keys, rare on a wireless keyboard.	Shoddy construction; mushy feel, iffy joystick support, spongy keys; no numerical pad; poor touchpad; high price.	This keyboard has a few merits, but those merits don't make up for the problems; it's not nearly worth its high price.	

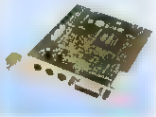
JOYSTICKS

TITLE	ISSUE / PAGE	PRICE	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	EDITORS' CHOICE
CH Gamestick	January '98 p. 341	$59.95	CH Products *www.chproducts.com* (760) 598-2518	Simple design; analog operation means it's compatible with DOS mode.	Price too high for such a simple stick; small base makes it unstable.	This joystick is not up to CH's usually high standards. There are better, more affordable no-frills controllers.	
CH Gamestick 14	April '98 p. 163	$69.95	CH Products *www.chproducts.com* (760) 598-2518	Smooth feel; responsive control; programmable.	Programmability doesn't always work; unstable base; awkward grip; poor throttle placement.	Although it's programmable functions make it a much better stick than the original, there are better joysticks for the price.	
Cytech CyberWarrior Digital	May '98 p. 157	$49	CCS Micro Systems *www.ccsmicro.com* (360) 834-0561	Full featured; programmable; comfortable, affordable.	Odd rudder; sort of squishy action; goofy programming interface.	Budget gamers will not want to buy a stick without giving this one a good, hard look. It's problems are minor and the price is right.	
Microsoft SideWinder Precision Pro	January '98 p. 336	$74.95	Microsoft *www.microsoft.com/sidewinder* (800) 429-9400	Very comfortable, full featured stick with a great programming interface. Vast improvement over earlier SideWinders.	No pure DOS compatibility; unreliable performance is DOS games under Win 95.	This is a nice, complete digital joystick for Windows 95 gaming.	
Quickshot 3D Striker	February '98 p. 204	$59.99	Quickshot Technology, Inc. *www.quickshot.com* (408) 263-4163	Works somewhat well with single player games; nice ergonomic design.	Configuration options stink; the non-proportional joystick is imprecise for most games.	While the Striker is a good idea on paper, there are better controllers for every type of game.	
Thrustmaster Millennium Inceptor 3D	January '98 p. 342	$89.98	Thrustmaster *www.thrustmaster.com* (503) 615-3200	Unique design; very sturdy and well crafted.	Too big and unwieldy for quick action; odd grip and motion cause wrist and finger aches	The Millennium 3D Inceptor may work in orbit, but it has no place next to a PC on terra firma.	

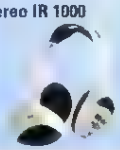
MISCELLANEOUS

TITLE	ISSUE / PAGE	PRICE	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	EDITORS' CHOICE
ADS TV Superscan 2 	January '98 p. 338	$299	ADS Technologies *www.adstech.com* (800) 888-5244	This excellent scan converter sets up in minutes and works perfectly; clear, flicker free picture; no drivers required.	Pointless game mode may confuse some gamers.	ADS has a winner with the TV Superscan 2; this is a well made, convenient product.	PC GAMER CHOICE
Wireless PC@TV	April '98 p. 165	$599	RF Link *www.rflinktech.com* (310) 787-2328	Scan converter provides a crisp display on TV; wireless transmitter/ receiver setup works well.	TV output limited to 640x480 Wireless keyboard requires line-of-sight to the receiver, limiting its range.	If you're interested in web-surfing on your TV, the PC@TV is a solid offering, but for big-screen gaming, this setup could be better.	

SOUND CARDS

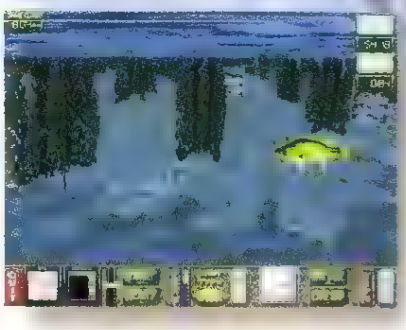
TITLE	ISSUE / PAGE	PRICE	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	EDITORS' CHOICE
AVM Apex Sound Card	January '98 p. 345	$349	AVM Technology *www.avmtechnology.com* (801) 571-0967	Good synth chip, very expandable sampling RAM.	Missing sampler software, no bundled games, no cables, high price.	With the exception of those who dream in MIDI, gamers should look elsewhere.	
VideoLogic SonicStorm 	April '98 p. 166	$99	VideoLogic *www.videologic.com* (800) 578-5644	An excellent set of features wrapped up in a PCI sound solution; startlingly affordable.	Average quality wavetable; a few incompatibilities.	This card is everything a gamer needs for an awesome audio experience at a very attractive price.	

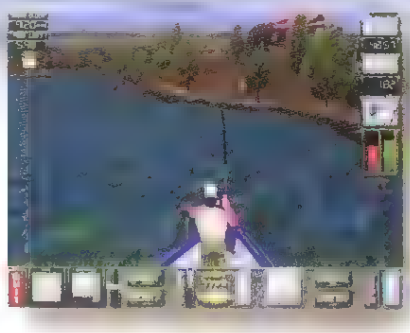
SPEAKERS

TITLE	ISSUE / PAGE	PRICE	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	EDITORS' CHOICE
Cyber Acoustics MMS-6	April '98 p. 171	$69	Cyber Acoustics *www.xlink4sports.com* (360) 834-0561	Desktop-accessible controls, treble setting, and bass defeat included.	No sub-woofer; sparse docs; no balance control; average sound quality at best.	Worth considering for those on a budget, but hardly an audiophile's dream.	
GNT-5000 Speakers	January '98 p. 338	$54.95	GNT Electronics, Inc. *www.gntelec.com* (408) 727-3856	An inexpensive upgrade for the inferior speakers that come with most systems.	Mid-range tones lacking; controls on subwoofer.	For the average gamer on a tight budget, it's a decent upgrade, but audiophiles will want to look elsewhere.	
Labtec Universal Subwoofer LCS-2408	December '97 p. 286	$59.99	Labtec *www.labtec.com* (360) 896-2000	Improves sound quality of poor speakers; adds volume control.	Poorly shielded; weak bass for a subwoofer.	The Labtec Universal Subwoofer is a great idea that could have been implemented much better than it is.	
Laral Unwired Stereo IR 1000 	December '97 p. 290	$39.99	The Laral Group *www.unwired.com* (888) 229-2118	Wireless freedom; clear, responsive sound; good range.	Minor hiss when not in use; too easy to forget to turn them off, resulting in the death of many AAA batteries.	If you're in the market for quality headphones, you can't go wrong.	PC GAMER CHOICE

Are you ready for the big one?

BASS MASTERS Classic® TOURNAMENT EDITION™





Reel in the only 3D bass fishing game for your PC!

THQ

Official B.A.S.S. Bass Anglers Sportsman Society of America

Available this Summer

WWW.THQ.COM

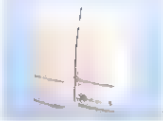
WWW.BASSMASTER.COM

Go to www.pcgamer.com/request Product #768

WINDOWS 95

EVERYONE E CONTENT RATED BY ESRB

SPEAKERS [CONTINUED]

TITLE	ISSUE / PAGE	PRICE	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	EDITORS' CHOICE
Mediaphile Presentation Audio System	May '98 p. 157	$249.99	Mediaphile *www.mediaphile.com* (612) 559-1019	Crisp sound and remarkable clarity and response...	...in the right environment. A typical gaming station isn't an ideal place to show off what these speakers can do.	Let's hope Mediaphile releases more traditional set of multimedia speakers that would work for gamers.	
Quickshot Sound Force 680 	March '98 p. 173	$89.99	Quickshot Technology *www.quickshot.com* (408) 263-4163	Good, clear sound; powerful; cool QSound effects; headphone jack is located on the speaker within reach.	No subwoofer; slightly heavy midrange.	The Sound Force line has something to be proud of with the 680, but you can still find something better for a bit more money.	

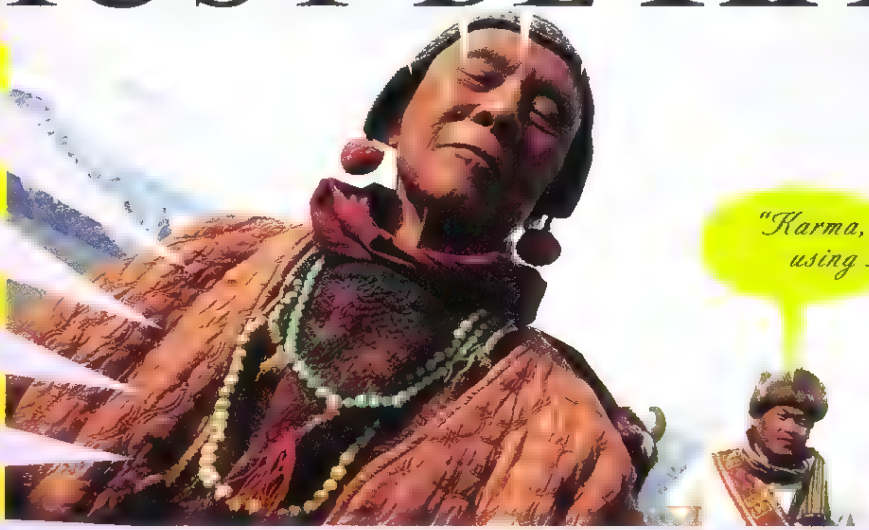
SYSTEMS

TITLE	ISSUE / PAGE	PRICE	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	EDITORS' CHOICE
Alienware Area 51	January '98 p. 330	$3,999	Alienware *www.alienware-pc.com* (800) 494-3382	Incredible power, great peripherals and a tremendous software bundle.	Very high price; swampy keyboard, CD-ROM drive gets a little hot. Merely adequate monitor.	If you've got the money to spend, this is THE gaming system to own. Its graphical, sonic and power performance is unrivaled.	PC GAMER CHOICE
KickAss Gear	March '98 p. 168	$3,999	KickAss Gear *www.kickass-gear.com* (301) 869-1492	Fast, powerful and ready for gaming right out of the box. This system is a gamer's dream.	High price; monitor could be better.	This KickAss Gear system isn't cheap, but it's an excellent one-stop gaming system. Highly recommended.	PC GAMER CHOICE
Media-On Expert II	December '97 p. 282	$2,949	Media-On *www.mediaon.com* (800) 552-7835	Lots of power for the price; good choice of components.	More a general purpose PC that a gaming machine; some gaming needs ignored.	This system is a strong foundation for an awesome gaming computer.	
Micro-X MXP-5060	February '98 p. 196	$2,549	Micro-X *www.microx.com* (800) 73MICRO	Nice, basic system; plenty of processor muscle; good base video card.	Not an ideal gaming system; needs gaming 3D accelerator; horrible sound system.	A powerful computer, and this system could be the base for a decent gaming machine. But it's not an ideal gaming system.	
North Star Systems	May '98 p 152	$3,690	North Star Systems *www.northcomp.com* (503) 434-6848	Loaded with powerful hardware; really fast; high quality, brand name peripherals.	Poorly configured; lots of glitches.	This goes to show that there are more factors to consider when buying a system than its specs.	

UTILITY

TITLE	ISSUE / PAGE	PRICE	PUBLISHER	HIGHS	LOWS	BOTTOM LINE	EDITORS' CHOICE
CleanSweep Deluxe	March '98 p. 169	$59.99	Quarterdeck *www.quarterdeck.com* (800) 354-3222	Clean interface; easy to configure; free updates via the Internet; completely removes most programs.	Has problems removing some files; few features for the advanced user.	If you're looking for a cleaning program for your PC, you really can't go wrong with CleanSweep Deluxe.	

"I AM A GUIDE TO THE HIMALAYAS. THEY CALL ME A SHERPA. PEOPLE COME TO ME FROM ALL OVER FOR MY SHERPANESS. I DON'T KNOW HOW THEY FIND ME IT MUST BE KARMA"



"Karma, schmarma, it's all those people using Lycos to find our Web site."

Lost in the mountains? Use a Sherpa guide. Lost on the Web? Use Lycos, the Web's most powerful search engine. Lycos is a free, fast Personal Internet Guide that divides the Web into 18 topic areas, making it easy to find the information you want from over 100 million Web sites. We've got features like StockFind, CityGuide, Yellow Pages, PeopleFind and free Classifieds—even a special search tool to help you find just the pictures and sounds you're looking for. Throw in the silly hat, and Lycos is everything you'll ever need from an Internet guide.

Get LYCOS *or get lost.*

www.lycos.com

Product Information Number 441

WE'RE LOOKING FOR NEW BLOOD

Tiburon is always looking to snap up talented and motivated individuals who want to shape the game industry for years to come. In a little under three years, we've been responsible for the development of 13 video games, and judging from our current hits which include Madden NFL™ 98, NCAA® Football 98, Nuclear Strike™ and Madden 64, we're expecting another great year.

If you've got what it takes, come join the feeding frenzy...

Artists (demo required) — Development Managers — Producers /Assistant Producers
Programmers — Art/Program Managers — Graphics Designers
Network Engineers — Game Designers — Tool Programmers

Please forward resume with demo where applicable to:
Tiburon Entertainment, Inc.
Attn: Human Resources
P.O. Box 940427
Maitland, FL 32794-0427

Slackers need not apply.

If you're not with us, you're starting to look a lot like food.
http://www.tiburon.com

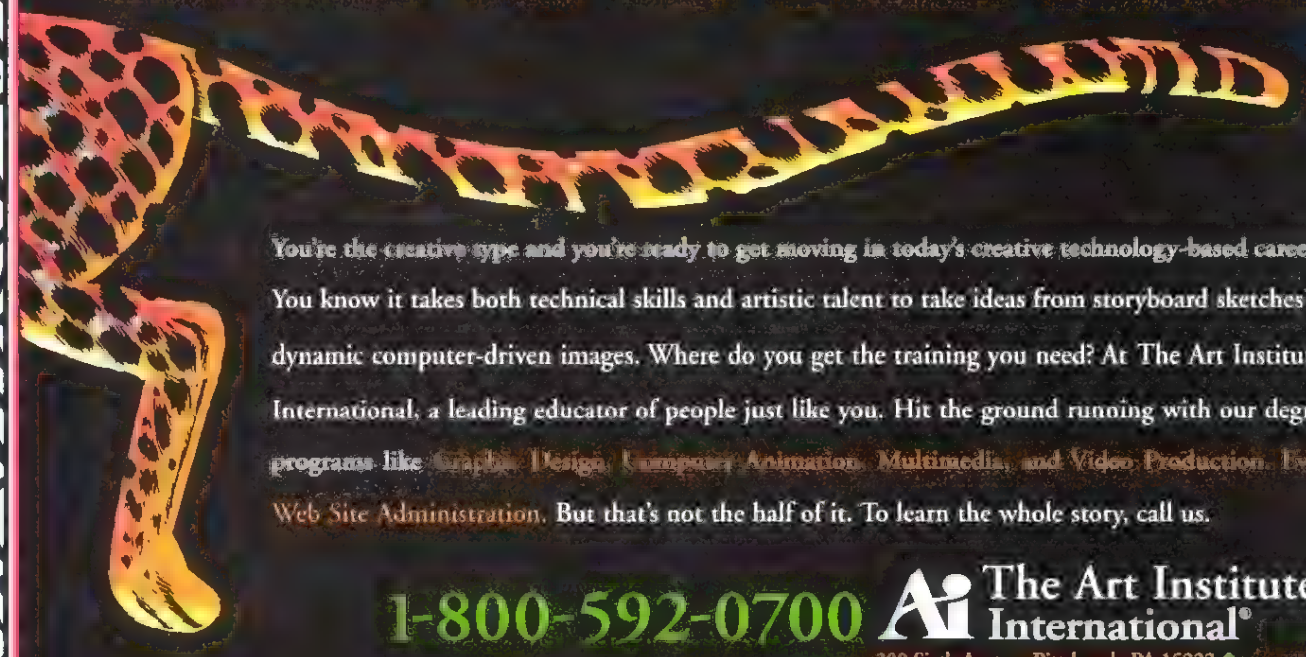
PC GAMER

You can fulfill all of your recruitment needs by advertising in the PC Gamer Recruitment Section!

TO PLACE AN AD, CALL MELISSA MARRA AT (415) 468-4684 EXT 497

Educational Opportunity

EDUCATION FOR THE WILDLY CREATIVE



You're the creative type and you're ready to get moving in today's creative technology-based careers. You know it takes both technical skills and artistic talent to take ideas from storyboard sketches to dynamic computer-driven images. Where do you get the training you need? At The Art Institutes International, a leading educator of people just like you. Hit the ground running with our degree programs like Graphic Design, Computer Animation, Multimedia, and Video Production. Even Web Site Administration. But that's not the half of it. To learn the whole story, call us.

1-800-592-0700

The Art Institutes International®

300 Sixth Avenue, Pittsburgh, PA 15222 ◆ www.aii.edu

©The Art Institutes International®, Inc. 1998. 2805-398 PCGAM

• Atlanta • Chicago • Dallas • Denver • Fort Lauderdale • Houston • Los Angeles • Minneapolis
• New York • Philadelphia • Phoenix • Pittsburgh • Portland • San Francisco • Schaumburg • Seattle

Not all programs offered at all locations. Financial assistance available to those who qualify.

Go to www.pcgamer.com/request Product #769

Go to www.pcgamer.com request Product #167

Senior Producers & Designers

WE'RE LOOKING FOR A FEW TOP DOGS.

We're on the hunt for top talent. And we're not messing around. If you're a senior Producer or Designer, we want you.

And we toss a really good bone.

GUARANTEED 25% HIGHER SALARY

Sure, we can raise your salary. Big time. But we know it's going to take more than that to make you move. You live for the game. You thrive on seeing your creative vision come to life. And at MicroProse, we have the brands you can sink your teeth into.

Call 510/864-4300 for more information. You can also e-mail Jeff, our Manager of Production, at jeff@microprose.com. If you have a proven track record, producing or designing hit games, get in touch with him. He's prepared to move fast. So, if you want to stay ahead of the pack, better call us.

Falcon®
M1 Tank Platoon®
X-COM®
Grand Prix
Civilization®
MechWarrior®
Master of Orion®
Master of Magic™
Guardians™
Gunship®
Star Trek:
The Next Generation®

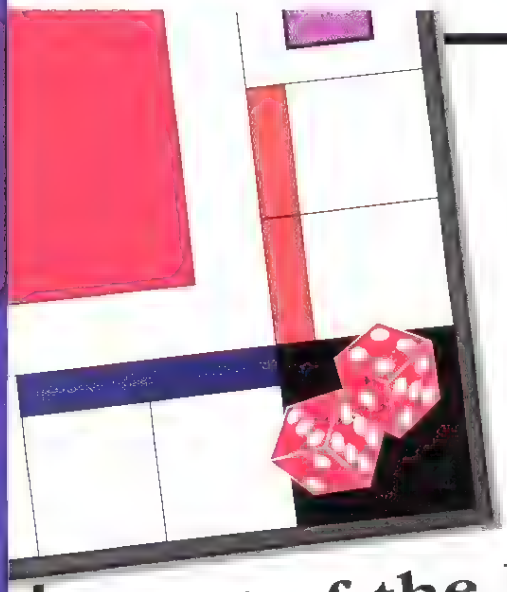
MICROPROSE.
www.microprose.com

MicroProse, Inc.
2490 Mariner Square Loop
Alameda, CA 94501

Opportunities at:
Alameda, CA
Austin, TX
Chapel Hill, NC
Hunt Valley, MD
Chipping Sodbury, England

Product Information Number 238

©1998 MicroProse, Inc. All rights reserved. Star Trek: The Next Generation is a registered trademark of Paramount Pictures. MechWarrior is a registered trademark of FASA Corporation. MICROPROSE, Falcon, M1 Tank Platoon, X-COM, Master of Orion, Civilization, and Gunship are registered trademarks and Master of Magic and Guardians are trademarks of MicroProse, Inc. or its affiliated companies. All other trademarks are the property of their respective holders.



Tired of the Job Search Game?

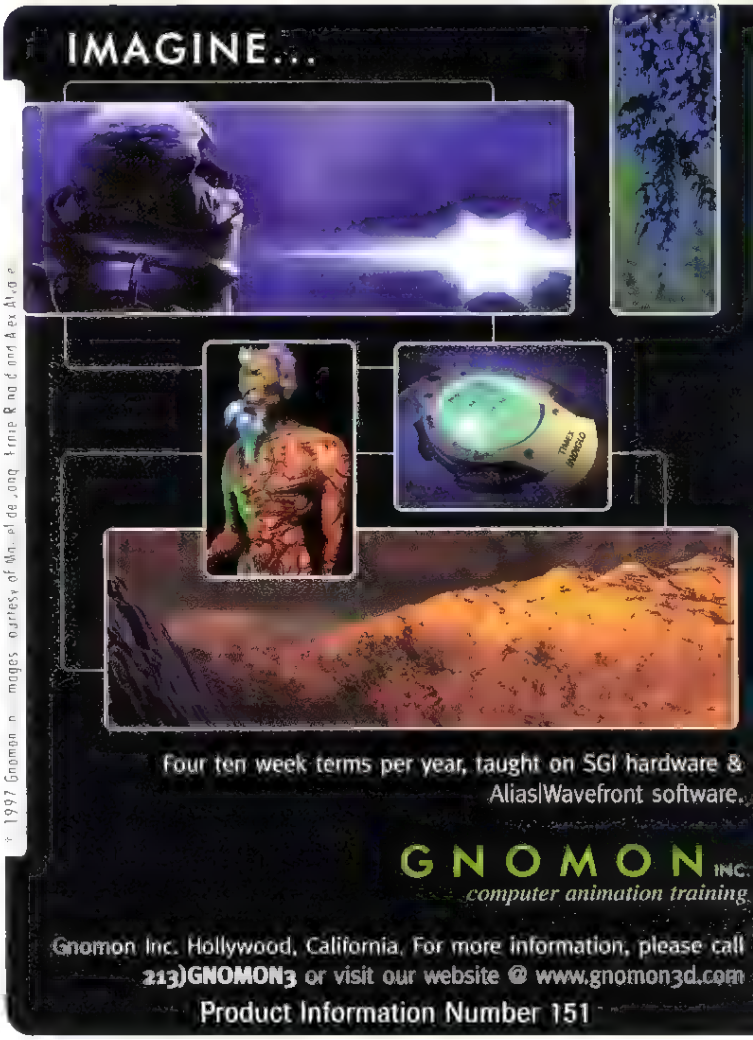
www.dice.com

Don't gamble with your job search! Point your browser to **www.dice.com** for **FREE** access to thousands of contract and full-time job listings for Programmers, Analysts, Technical Writing professionals and more!

DATA PROCESSING
INDEPENDENT
CONSULTANT'S
EXCHANGE

A service of D&L Online, Inc. 515.280.1144

Go to www.pcgamer.com/request Product #121


IMAGINE...
Four ten week terms per year, taught on SGI hardware & Alias|Wavefront software.
GNOMON INC.
computer animation training
Gnomon Inc. Hollywood, California. For more information, please call 213)GNOMON3 or visit our website @ www.gnomon3d.com
Product Information Number 151

Netscape: Student Section
ADDRESS FOR SUCCESS
Location http://www.aics.edu
Welcome to the AICS Virtual Campus
• Earn B S and M S in Computer Science
• DISTANCE EDUCATION
• Object oriented B S program
• New courses in Java, Networking, HTML, MIS
• Approved by more than 275 companies
• Follows ACM/IEEE guidelines
• Thousands of students throughout U.S.
Free catalogue 1-800-767-AICS
or http://www.aics.edu
AMERICAN INSTITUTE COMPUTER SCIENCES
Document Done.

R&G GAMES

PO BOX 5008 Glendale Hts, IL 60139
We Buy & Sell New & Used IBM Games & Hintbooks
Call 1-800-525-GAME
Canada 630-980-9995 Fax 630-980 9996 Email rggames@aol com More games call for prices

Used Titles		Heroes Might&Magic 2CD	$25	Riven CD	$30
Age of Empires CD	$33	Heroes M&M 2 Exp Pak	$19	Sabre Ace CD	$22
Battlespire CD	$33	Hexen 2 CD	$28	Skynet CD	$18
Birthright CD	$15	Heavy Gear CD	$26	Shivers 2 CD	$22
Blade Runner CD	$30	mperialism CD	$26	Star Fleet Academy CD	$29
Broken Sword CD	$29	ncubation CD	$29	Sub Culture CD	$28
CallahanCrosstimeSaloon	$22	nterstate 76 CD	$26	Syndicate Wars CD	$22
Close Combat 2 CD	$29	Jedi Knight CD	$32	Temujin CD	$30
Com&Con Red Alert CD	$25	Legends 98 CD	$25	Tomb Raider 2 CD	$33
Conquest Earth CD	$25	Longbow 2 CD	$30	Total Annihilation CD	$29
Crusader No Regret CD	$18	Lords of the Realm 2 CD	$22	Twinsen's Odyssey CD	$28
Curse Monkey Island CD	$30	Lords of Magic CD	$25	Uprising CD	$28
Daggerfall CD	$27	MAX CD	$22	Warcraft 2 CD	$18
Dark Colony CD	$24	MDK CD	$26	Warlords 3 CD	$25
Dark Earth CD	$26	Madden 98 CD	$25	Wing Commander 5 CD	$35
Dark Reign CD	$26	Master of Orion 2 CD	$20	X-Wing Vs Tie Fighter CD	$26
Deadlock CD	$18	Mechwarrior 2 Merc CD	$20	Zork Grand Inquisitor CD	$30
Diablo CD	$23	Monday Night Football 98	$22	***New Titles***	
Duke Nukem 3D CD	$18	Myst CD	$15	7th Legion CD	$33
Dungeon Keeper CD	$26	Myth CD	$30	Armored Fist 2 CD	$35
Emperor of FadingSunCD	$18	Nascar Racing 2 CD	$26	Birthright CD	$33
Excalibur 2555 CD	$27	NBA Live 98 CD	$29	Dark Earth CD	$39
F22 Raptor CD	$30	NCAA Football 98 CD	$25	Dark Reign CD	$36
Fable CD	$20	NHL 98 CD	$29	Fallen Haven CD	$30
Fallout CD	$32	Nuclear Strike CD	$28	KKND CD	$29
Fantasy General CD	$18	Outpost 2 CD	$25	Lands of Lore 2 CD	$39
FrontPage Baseball 98CD	$22	Panzer General 2 CD	$28	Lords of Magic CD	$39
FrontPage Football 98 CD	$24	Pax Imperia 2 CD	$28	Madden 98 CD	$39
Gettysburg CD	$27	Phantasmagoria 2 CD	$25	Test Drive 4 CD	$39
Heavy Gear CD	$25	Quake 2 CD	$33	Triple Play 98 CD	$33
Hellfire CD	$18	Red Baron 2 CD	$30	Wing Commander 5 CD	$39
Heroes Might & Magic CD	$18	Resident Evil CD	$29	X-com Apocalypse CD	$33

Free UPS SHIPPING with purchase of $75 or more
http //members aol com/RGGAMES/index htm
Shipping UPS $6 Airborne $11 Credit Cards/Cashier Check/Money Order accepted Hours 10am-8pm Mon Fr

Want to sell us your games: Games must be complete with original boxes, CD's & manuals in good condition, working & scratch free. Make a list including your name, address & phone number If under 10 you can call for prices over 10 fax, email or write. Prices are good for 2 weeks Any unacceptable games will be returned at your expense $6 ups per box
Prices & availability are subject to change

Go to www.pcgamer.com/request Product #681

Action Software is your source for CD-ROM software. We are an international distributor of CD-ROM software with prices lower than wholesale. Browse our online catalog for the best prices on productivity and entertainment software for adults and children.
Check out our fantastic prices and titles at:
www.actioncd.com
Wholesale Customers Welcome!
Action Software Inc
(440) 942-9091

Go to www.pcgamer.com/request Product #009

ADULT CD-ROM - MPEG - DVD - CDI - VHS VIDEO - OVER 1,000 TITLES
VISIT US AT: www.MidnightMM.com
E-MAIL: MidnightMM@MidnightMM com

- CD-ROM INTERACTIVES / GAMES -		POKER PARTY	$39
ACE IN THE HOLE	$39	P*RNMANIA (2-DISCS)	$29
ARABIAN NIGHTS	$39	P*RNTRIS	$29
AN*L BLACKJACK	$39	REFORMATORY (GAY)	$37
B*TTBOYZ BLACKJACK (GAY)	$39	ULTRA VIXEN	$39
CYBERSTRIP BLACKJACK	$39	VIRTUAL S*X WITH ASIA	$39
CYBERSTRIP POKER	$39	VIRTUAL S*X WITH JENNA	$39
DIVA X. KAROU	$39	- CD-ROM STILLS / IMAGES -	
DIVA X: N'J DE BAHIA	$39	ACTRESSES UNCOVERED	$29
DREAM MACHINE 2	$39	GIFFY LIBRARY 2	$25
FUZZ BUZZERS 2	$39	EURO DREAM MEN (GAY)	$27
GIRLFRIEND DONNA	$39	ADULT IMAGE LIB. 2 (2-DISCS)	$25
HOT & BOTTLED (3-DISCS)	$39	ASIAN APPETITE 2	$29
HOT LEATHER 2	$34	DOMINANT DESIRES & MORE	$25
JAPAN XXX	$39	HOT & NASTY	$25
2069 ORIENTAL S*X ODYSSEY	$39	PRIVATE GIRLS SCHOOL	$22

VISA - MASTERCARD - AMERICAN EXPRESS - CHECKS - M/O's
ORDER TOLL FREE AT: 800-511-1123
or 213-468-9460 or FAX: 213-468-9464
MIDNIGHT MULTIMEDIA, 1147 E. BROADWAY, SUITE 34,
GLENDALE, CA 91205 — U.S.A.

Go to www.pcgamer.com/request Product #487

Software Source
CHECK OUT OUR GREAT SELECT ON IN SIDE GAME DO TOR STORES OMAHA
CREDIT CARD ORDERS CALL NOW 402 398 0223
Receive 15% More in Credit For Your Games Now!!
PC CD
PC CD
SPECIALS
BUY ANY 3 TITLES AND GET THE 4TH TITLE FREE!
[EQUAL OR LESSER VALUE]
EXPIRES JUNE 30, 1998
BUY 3 TITLES BY MAIL AND GET FREE SHIPPING ON YOUR ENTIRE ORDER!
EXPIRES JUNE 30, 1998
THOUSANDS OF OTHER TITLES CALL NOW!
TO BUY
TO SELL
SHIPPING CHARGES $7 00 FIRST TITLE $1 00 EA ADDITIONAL
ALL PRICES GOOD THROUGH JUNE 30 1998

Go to www.pcgamer.com/request Product #724

PC GAMER MARKETPLACE
It's the Affordable and Effective Way to Sell Your Product to the Growing Computer Game Market!
TO PLACE AN AD, CALL: (415) 468-4684 EXT 407

Go to www.pcgamer.com/request Product #727

STARGATE SOFTWARE

GAMES * ADULT * KIDS * REFERENCE

* Your Online Source for CD-ROM Software
* Best Prices * Biggest Selection
* Worldwide Shipping
* New Titles Every Week

Shop and Order Online at
www.stargatesoftware.com
For dealer information and wholesale pricing
call: 215.674.9877

ADULT CD-ROMS! OVER 700 TITLES IN STOCK! WILL BEAT ANY PRICE!
FREE SHIPPING, AIRMAIL, WORLDWIDE! VISA MASTERCARD,AMEX, CHECK COD
(800) 304-4730 24 HRS/7DAYS (216) 254-2604 INTERNATIONAL (216) 254-7206 FAX
GOOSEBUMP GRAPHICS, BOX 5167, MENTOR OH 44061 (MUST BE OVER 21)

ACTRESSES UNCOVERED (GIFS)	$39	INCOGNITO (GERMAN BONDAGE)	$39
ADULT STOREYBOOK (TEXT Files)	$39	JAPANESE PEALS 1 OR 2	$39
AMATEUR DEBUTANTES (GIFS)	$39	LIFE IN THE FAT LANE (PHOTOS$	39
AMATEUR PHOTO GALLERY	$39	LUST (GAME)	$39
AMATEUR SCRAPBOOK (GIFS)	$39	MAKE YOUR OWN D*** (GAME)	$39
**** ROM	$39	MANPOWER (GAY)	$39
ASIAN PEARLS 1,2 OR 3	$39	MISS NUDE WORLD (GIFS)	$39
AWARD WINNING XXX PHOTOS	$39	NASTY NURSES	$39
BANKOK BEAUTIES (GIFS)	$39	NIGHTWATCH 1,2, OR 3 (GAMES)	$39
B**F 1,2,3 OR PRIME (GAY)	$39	NIX PIX HOT FIX 1,2,3,4 OR 5	$39
BEST OF CANDY STRIPERS	$39	NUDE CELEBS	$39
BUSTY LADIES (GIFS)	$39	ONLY THE BEST OF A***	$39
B**TI WORLD 1	$39	ONLY THE BEST OF D***	$39
CHERRY POPPERS 1 OR 2	$39	PEEPING PETE (GAME)	$39
CLIP ART EROTICA	$39	PENTHOUSE 1,2,3,4,5, OR 6	$39
CYBER EXPERIENCE (SCD'S)	$39	PINK PASSION (LESBIAN GIFS)	$39
CYBERSTRIP BLACKJACK	$39	PORNO POKER	$39
DAMSELS IN DISTRESS (GIFS)	$39	PRIVATE EROTIC GALLERY	$39
DEBBIE DOES DALLAS	$39	PRIVATE GIRL'S SCHOOL (GIFS)	$39
DEEP T*****T GIRLS 1,2,3 OR 4	$39	PRIVATE PRISON (GAME)	$39
DEPRAVED FANTASIES 1 OR 2	$39	RARE PICS 1 (ANIMALS)	$39
DESKTOP VOYAGER (GAME)	$39	RARE PICS 2 (WATER SPORTS)	$39
DIE PIETSCHE (GERMAN BXD)	$39	RAUNCH (GAME)	$39
DIRTY DEBUTANTES 1 OR 2	$39	ROPES & CHAINES	$39
DIRTY LITTLE ADULT CARTOONS	$39	RUBBER PHANTASIES (PHOTOS)	$39
ELITE COLLEGE FIRLS (PHOTOS)	$39	SEALED WITH A KISS 1 OR 2	$39
EROTIC READER (STORIES)	$39	SEXUAL DEBUTANTES (GIFS)	$39
FETISH	$39	SHACKLES, CUFFS & TOUGH STUFF	$39
FOR WOMEN ONLY (GIFS)	$39	STARS & MODELS	$39
FORBIDDEN SUBJECTS	$39	STRIP POKER PROFESSIONAL	$39
FREAK SHOW 1 OR 2	$39	S**** BAR GIRLS	$39
FREAK SHOW 1 OR 2	$39	SWEET CHEEKS (GIFS)	$39
FUN WITH T**S	$39	SYLT MADCHEN 1 OR 2 (NUDES)	$39
GAY WORLD 1,2 OR 3	$39	THAI BONDAGE	$39
GIFFY WORLD 1,2,3 OR 4	$39	TIFFANY (AMATEUR NUDES)	$39
GIRLFRIEND TRACI OR TERI	$39	TRANZ (CHICKS WITH ****)	$39
HACKER CHRONICLES 2	$39	ULTIMATE EROTICA COLLECTIONS	$39
HARD CORE 2	$39	ULTIMATE TOKYO (GAME)	$39
HARD CORE GIFS	$39	VAMPIRE KISS (GAME)	$39
HEIDI'S HOUSE (GAME)	$39	VILLAGE COLLECTION (2 CDS)	$39
HIDDEN CAMERA UPSKIRT VIDEO	$39	VIRTUAL SEX 1 OR 2	$39
HIDDEN CAMERA LOCKER ROOM	$39	VIRTUAL VALERIE 2 (GAME)	$39
HOME BOYS 1,2 (GERMAN GAY)	$39	WORLD'S BEST B****S (GIFS)	$39
HONEY I B*** EVERYBODY	$39	WORLD'S BEST B**** (GIFS)	$39

Product Information Number 152

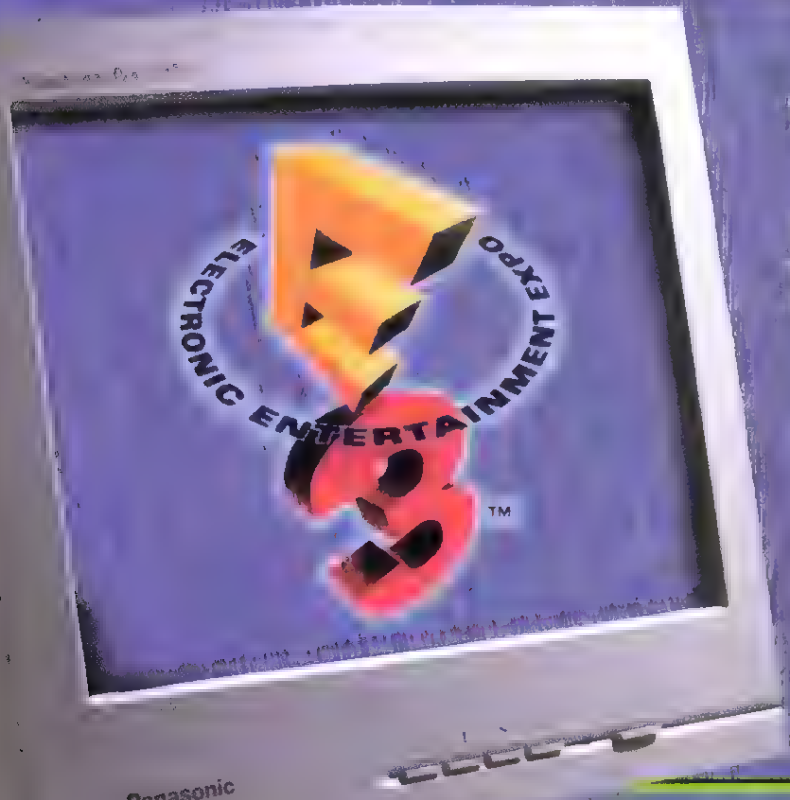
www.imaginegames.com/E3

May 27–30 • Live from Atlanta

The Biggest Computer and Video Game Event of the Year!

IGN sites will update every two hours, so you'll see every game, every company and every newsworthy element of the show as soon as they are revealed.

- exclusive stories, screenshots and movies
- specs on the newest hardware
- reports and pictures from the coolest parties
- live broadcasts from the show floor via Internet Radio!



Imagine Games Network

REQUEST-O-MATIC IS HERE!

A Cavalcade of Enhancements Hits PC Gamer this month!

Follow these four easy steps to get all the product information you desire!

1. Go to: *http://www.pcgamer.com/request*
2. Click on Request-O-Matic — your online reader service
3. Select the product category from a complete list. Or select the vendor's number from the list below for up-to-date info on your favorite games.
4. Choose who you wish to receive information (E-mail, U.S. mail, etc.)

You can also link directly to the vendor's web site from Request-O-Matic!

ADVERTISER INDEX

COMPANY	PHONE #	INTERNET ADDRESS	PAGE #	PRODUCT INFO #
3dfx Interactive	•••	www.3dfx.com	138-139	374
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
AlienWare PC Systems	800) 494-3382	www.alienware-pc.com	[illegible]	[illegible]
American Inst. for Computer Science	[illegible]	[illegible]	238	•••
ASC Games	203 655-0032	www.ascgames.com	219	[illegible]
Beckett Football League	•••	www.beckett-bfl.com	111	041
[illegible]	[illegible]	[illegible]	20	[illegible]
[illegible]	[illegible]	[illegible]	94-135	•••
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Data Processing Independent Consultants Exchange [illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Diamond Multimedia	800) [illegible]0	[illegible]	59	[illegible]
Dreamworks Interactive	•••	[illegible]	128	•••
Eagle Link Network	800) [illegible]	[illegible]	227	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Electronic Arts Computer Sysytems	•••	[illegible]	[illegible]	[illegible]
Fox Interactive	•••	www.foxinteractive.com	120, 121	[illegible]
Eidos Interactive	888) 99a-[illegible]fe	www.arcademaster.com	0	203
G-Force	954) 52[illegible] 3000	•••	186-16	155
Gamestorm	•••	www.activision.com	31	241
Gamestorm	•••	[illegible]	43	242
[illegible]	•••	[illegible]	35	243
[illegible]	•••	[illegible]	47	244
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Genesi[illegible]p Graphics	[illegible]	•••	36	247
[illegible]	800) [illegible]3[illegible]	[illegible]	1[illegible]11-1[illegible]-1[illegible]	4[illegible] 246 246 249
Impact Interactive Publishing	•••	[illegible]	97	[illegible]
Incredible Technologies	•••	[illegible]	42	322
Interactive Magic	919) 481-2111	[illegible]	101-103-[illegible]	325 325 324 194
[illegible]	[illegible]	[illegible]	96-107	167
[illegible]	[illegible]	[illegible]	34-3[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	331 335 334 382 ••• [illegible]
[illegible]	[illegible]	[illegible]	53-[illegible]	[illegible] 236 329
LucasArts Entertainment Company	•••	[illegible]	20-27	[illegible]
[illegible]	•••	[illegible]	233	44
Mad Genius Software	•••	[illegible]	98-99	[illegible]
Media One	888) GAME	•••	220-221	[illegible]
Mindscape	800) [illegible] AME	[illegible]	6[illegible] 146-147-160-235	249 462 483 150 238
Microsoft	80[illegible]	[illegible]	23-26	••• 466
[illegible]	[illegible]	[illegible]	32[illegible]	267
MPlayer.NET	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	866-[illegible] MM	[illegible]	142-149	269
[illegible]	•••	[illegible]	9[illegible]	••• ••• •••
Pandemic Interactive Publishing	•••	[illegible]	212-219	[illegible]
Playmates Interactive Entertainment	714) [illegible]	[illegible]	69	[illegible]
R&G Gaming	800) [illegible] AM	[illegible]	237	[illegible]
Red Storm Entertainment	919) 461-[illegible]776	www.redstorm.com	63	[illegible]
SOBiTel International	8[illegible]	[illegible]	12	228
Sierra [illegible]	[illegible]	[illegible]	[illegible]	••• 316 ••• 183-316
Simon & Schuster Interactive	[illegible]	[illegible]	211	311
Sir-Tech [illegible]	[illegible]	[illegible]	[illegible]	[illegible]
SSI, Strategic Simulations, Inc.	[illegible]	[illegible]	32-227	[illegible]
Strategy First Software	[illegible]	[illegible]	[illegible]	[illegible]
Sybex Computer Books / Gamers Extreme	[illegible]	[illegible]	164	[illegible]
Talonsoft	[illegible]	[illegible]	[illegible]	76
The 3DO Company	650) 385-[illegible]	[illegible]	68-69	[illegible]
The 3DO Company	[illegible]	[illegible]	[illegible]	332
THQ	[illegible]	[illegible]	[illegible]	[illegible]
Time Warner Interactive	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	1[illegible]	••• •••
[illegible]	[illegible]	[illegible]	[illegible]	360
Virgin Interactive Entertainment	888) VIRGIN	www.[illegible]	6-67-132-[illegible]	841-[illegible]
Wal-Mart	•••	www.walmart.com	1	[illegible]
Wizards of the Coast	[illegible] 6[illegible] 15-18	www.wizards.com	130	[illegible]

NEXT TIME...

Vol. 5 No. 7 Goes On Sale June 16 Don't Miss It!

The July issue of *PC Gamer* thumbs its nose at the so-called "Summer software slump" with an issue that's filled to bursting with hot new games. Here's a little of what we have lined up for you...

The Ultimate Preview of the year's Hottest Games

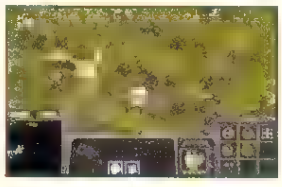
The Electronic Entertainment Expo is where the biggest names in PC gaming show off their wares for the coming year and we'll be returning from the Atlanta show just in time to fill our July issue with the biggest, most all-encompassing preview you've EVER seen. We'll have the low-down on dozens of new titles — everything you need, in fact, to see you safely through to the end of the year. Don't miss it!

TOM CLANCY EXCLUSIVE

While we're at it, we'll also be going behind the doors of Red Storm Entertainment to bring you an exclusive in-depth preview of one of the hottest games of 1998 — Tom Clancy's *Rainbow Six*. We'll have the full skinny on this amazing hostage-rescue sim, along with a WORLD EXCLUSIVE chapter from the upcoming Clancy hardback novel that the game is based on!

Reviews!

StarCraft



Forsaken

Jane's F-15

Sanitarium

...and many more!

Triple Play 99

PC GAMER

JUNE 1998

EDITORIAL STAFF
Editor-in-Chief - Gary Whitta
Editor - Dan Bennett
Deputy Editor - Todd Vaughn
Managing Editor - Lisa H. Renninger
Disc Editor - Michael Wolf
Assistant Disc Editor - William Harms
Technical Editor - Joel Durham
Online/News Editor - Jason Bates
Webmaster - Michael Luton
Senior Writer - William R. Trotter
Assistant Editor - Rob Smolka

ART STAFF
Art Director - Dean H. Renninger
Associate Art Director - Quintin Dorequez

CONTRIBUTING EDITORS
Dennis "Thresh" Fong - T. Liam McDonald
Joseph Novicki - Colin Williamson

ADVERTISING STAFF
National Advertising Mgr. - Karen Lee James
Account Manager - Robin John Rosales
Mail Order Advertising Mgr. - Melissa Marra
Marketing Manager - Ellen M. W. Virden
Advertising Coordinator - Jennifer Canavan

PRODUCTION STAFF
Production Director - Richard Lesovoy
Production Coordinator - Ken Brandow

CIRCULATION STAFF
Vice President Circulation - Holly Klingel
Newsstand Director - Bruce Eldridge
Circulation Analyst - Terry Lawson
Subscription Director - Tina Rodick
Fulfillment Manager - Peggy Mores
Direct Mail Manager - Amy Nibbi

CORPORATE STAFF
Publisher - Matthew A. Firme
VP/Finance & CFO - Tom Valentine
President - Chris Anderson

International Licensing Representative
Robert J. Abramson and Associates, Inc.
720 Post Road, Scarsdale, NY 10583

General Consumer Advertising Sales
Fox Associates, Inc.
Atlanta - (404) 252-0968
Chicago - (800) 345-8670
Detroit - (810) 543-0968
Los Angeles - (310) 841-0280
New York - (212) 725-2186
San Francisco - (415) 989-5904

SUBSCRIPTIONS AND CUSTOMER SERVICE
Write: PC Gamer, Customer Service Dept., P.O. Box 51199, Boulder, CO 80322
Call: Inside U.S.: (800) 898-7159
Outside U.S.: (415) 468-2500
Fax: (415) 656-2486
E-mail: subscribe@pcgamer.com
For back issues, call: (800) 865-7240

IMAGINE PUBLISHING, INC.
150 North Hill Dr., Brisbane, CA 94005
Phone: (415) 468-4684 - Fax: (415) 468-4686

Audit Bureau of Circulations

Thomas held up his hand. "Stop," he said, stepping back from Brook. "I don't want to know why you're after the Brazilian Blue-Ass Monkey. People have been coming to this jungle for hundreds of years looking for that damn monkey, and they all had reasons — some of them were noble, and some weren't so noble. The fact is, it doesn't matter because finding that monkey won't fulfill whatever pipe dream you came here with."

That was quite a speech for Thomas, and he took a deep breath as he sat down in the damp grass. "Maybe you need to consider the fact that you came here looking for a monkey, and you found me."

Brook slowly sunk down into the grass next to Thomas. "You know," she said slowly, "you're right." She looked searchingly into Thomas' face. He betrayed no emotions. "I wonder," Brook said, "what will you do if I decide to return to the States?"

Thomas finally cracked a smile. "If you go, I'll go," he said, stroking her hair. "What will you do?" Brook asked as she leaned against his chest. "Well, I've always wanted to become a postman..."

THE END

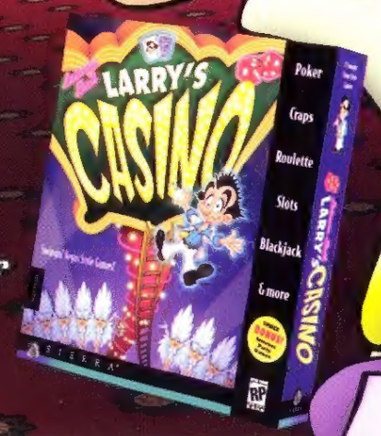
It's Vegas Baby

Larry Style

Leisure Suit Larry has opened up his own casino, and he's doing Vegas, baby, Larry-style.

- Play on-line against other hip swingers - or by yourself...alone...with nobody.
- All the classic casino action you can handle: Blackjack, Poker, Slots, Roulette, Craps.
- Party games that transform you into an instant social animal
- Chat while you gamble...and do other things.
- Revolutionary chat interface – everyone sees you smile when you type ":)"
- Use your winnings to impress your friends, buy them drinks, meals, gifts, upgrade your room, or even get hitched on-line!
- Assume the identity of your favorite character from Larry's lovable cast of regulars.
- And don't forget: The Babes.

www.sierra.com/larry

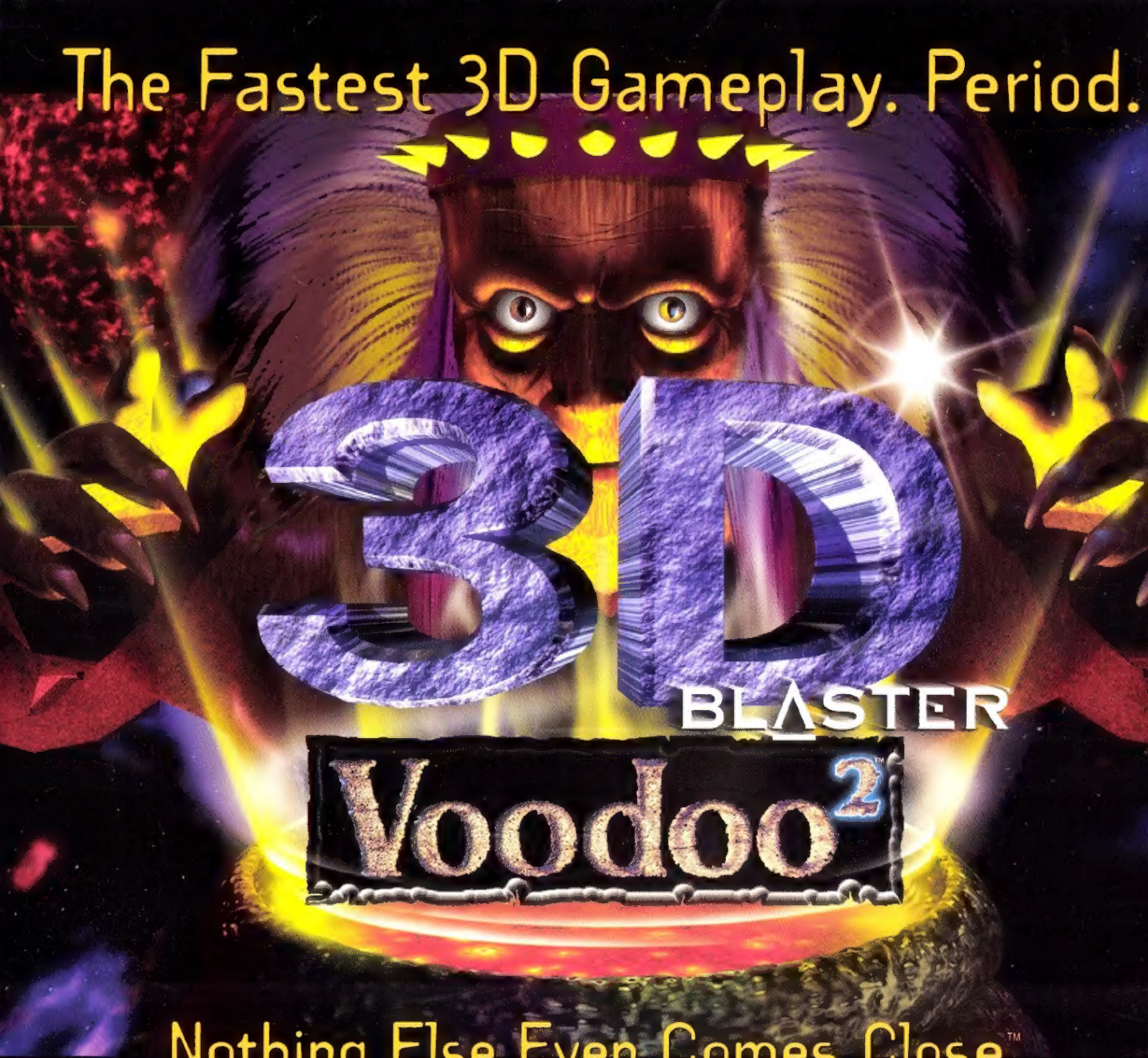


SIERRA

© 1998 Sierra On-Line, Inc. ® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc., Bellevue, WA 98007. All rights reserved.

RATING PENDING
RP
CONTENT RATED
ESRB

The Fastest 3D Gameplay. Period.



Nothing Else Even Comes Close.™

50 billion operations per second. 3 million triangles per second. Up to 12MB of ultra-fast, single-cycle DRAM. Two independent, on-board texture processors for single-pass trilinear filtering. Full triangle set-up processing. LOD MIP-mapping. Texture compositing, morphing and other complex effects. High-precision Z-buffering. True perspective correction with sub-pixel and sub-texel accuracy. As much as 3 times the performance of the previous generation of Voodoo-based accelerators. **You know you want one.**

Get it now at your favorite retailer. Need info? Visit www.soundblaster.com/voodoo2 or call 1.800.998.5227.

CREATIVE®

WWW.SOUNDBLASTER.COM

3Dfx interactive

©1998 Creative Technology Ltd. All other brand or product names listed are trademarks or registered trademarks and are property of their respective holders.

Product Information Number 113

VIVA LA RIVA!

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!